SEGA

VISIONS

Virtua Fighter Kicks on Genesis 32X

Virtua Fighter II Hits Sega Saturn

WIN Your Very Own Virtua Fighter II Arcade Machine!

Sega Saturn Owners: Get Virtua Fighter Remix Absolutely FREE!



YOU GET UP TO **50** GAMES A MONTH

AND PLAY THEM **24** HOURS A DAY AND

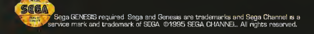
KICK EVERYONE'S BUTT **7** DAYS A WEEK WHEN YOU

HOOK IN THIS FOR PENNIES A DAY

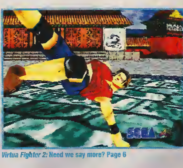
The world's first 24-hour-a-day Video Game Channel is here. It's Sega Channel. Hook in, download and play up to 50 games every month, test drive new and unreleased games, and get secret game cheats, news updates and contest info. Call your cable company or 1-800-896-SEGA. It's the coolest way to get your games.



SEGA CHANNEL







Virtua Fighter 2: Need we say more? Page 6





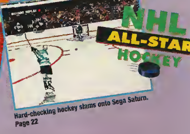
Features



Primal Rage runs rampant. Page 38



Attention, entomologists: A whole new species of bug is crawling onto Sega Saturn. Page 12



Hard-checking hockey slams onto Sega Saturn. Page 22

Review This!

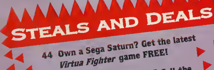
You're lucky our editors could tear themselves away from the latest burning-hot batch of Sega games to get you these sneak peeks and reviews.

Contest Craziness

Departments

Sports Playbook

The Genesis 32X is heating up Sports gaming like no piece of hardware before. Check out our roster of heavy-hitting team and one-on-one sports.



Steals and Deals



Play the fastest, most stunning cartidge Fighting game ever. Page 50



CELEBRITY UPDATE
Game Megastars On Broadcast TV

Earthworm Jim

The most powerful annelid in the universe, Earthworm Jim, is starring in his very own Saturday-morning cartoon! The segmented superhero can be see on the WB Kids Network beginning this September. Tune in to watch Earthworm Jim and his amazing cohort battle the evil Psycrow.

Izzy

Izzy's been busy too. He's gearing up for his television-special premiere, *Izzy's Quest for Olympic Gold*. This two-part animated special begins August 12th on TNT at 5:30 pm eastern time. This program promises to entertain and teach about the Olympic Games—*Sega Visions* says check it out!

Horsing Around on DAYTONA USA



You've heard that you can race *Daytona USA* on steed—if, that is, you can finish first on all three tracks. But the less-industrious player can also gallop to glory. At the white title screen, press Up/Left and hold Buttons A, B, X, and Z. Press Start, choose Saturn mode, and press Left to select your vehicle. A horse option scrolls onto the screen. Talk about horsepower!

GII JUNIOR SUMMIT '95 Addresses Global Issues

Young people can make a difference! That's the contention of Sega Enterprises chairman Mr. Isao Okawa, who is responsible for implementing an international summit, the GII Junior Summit '95, to be held this October in Tokyo. The idea for the summit began with Vice President Al Gore's vision of a global-information infrastructure (GII), which he introduced at a world telecommunication-development conference in March of 1994 with these words:

"Let us build a global community in which the people of neighboring countries view each other not as potential enemies, but as potential partners, as members of the same family in the vast, increasingly interconnected human family."

The elements of the GII will make a web of information accessible to the entire world. It is hoped that the GII will provide opportunities and challenges for individuals, industries, and governments, which will one day improve the well-being of all people of this planet.

It is Mr. Okawa's observation that this information revolution, as GII has been called, will impact the lives of today's teenagers greatly. They will be the ones using it. Why then, he observed, should they not be part of its inception? Mr. Okawa has called for the GII Junior Summit '95 as an opportunity for teenagers from all countries to discuss their future and their concerns and to tap into their creativity for solutions.

Speaking of communications, *Sega Visions* will update you on how to participate in online forums to discuss the Summit results.

When I was a child, it was impossible for children to communicate globally due to the war. I realize that we are living in a wonderful era. The closer global communications become, the more the peace of the world becomes assured.

–Isao Okawa, Chairman
Sega Enterprises,
Chairman GII Junior Summit '95
Executive Committee

SEGA VISIONS

Virtua Publisher	Steve Ackrich
Editor-in-Chief and King of the Sea Monkeys	Kurt Busch
Executive Editor	John Sauer
Managing Editor	Debbie Gravitz
Senior Editor	Rick Raymo
Assistant Editor	Kit Vercelli
Director of Creative Services	Francis Mao
Art Director	Janette Harms
Senior Designer	Teresa Hill
Designer	Carey Perez
Design Associate	Charmaine Conui
Senior Production Manager	Patricia Ferguson
Assistant Production Manager	Shelly Reimer
Production Coordinator	Laura Watt
Ad Production Coordinator	Courtney O'Connell
Director of Manufacturing	Fran Fox
Manufacturing Manager	Cathy Theroux
Manufacturing Specialist	Jill McWilliams
Manufacturing Coordinator	Lynn Luis

Product Editors
Jane Chaney, Matt Dunbar, Tim Dunley, Clint Dyer, John Garner, John Gillin, Shin Hamanaka, Chrissie Kremer, Sarah Richmond, Joy Schneer, France Tantiado, Michelle Vella, Lisa Best Wilson

Game Reviewers
Bill Beach, Paul Curthoys, Steve Goodale, Todd Gray, Jeff Gregg, Willem Knibbe, LeeAnne McDermott, Bill Meyer, Brian Paw, Tony Smith

Game Consultants
The Fine Folks of Consumer Services

Special Thanks to:
Steve Apour, Ed Annunziata, Brandon Baclay, Kim Bartusch, Jim Bruno, Sandy Castagnola, Chris Cutliff, Wendy Davis, Doug Eldsmore, Lorene Goble, Gordon Haberfelde, Ruperto Inciong, Tom Keegan, Jon Manahan, Willie Mancero, Mike Meischeid, Barbara Nappi, Noel Pulido, Eric Quakenbush, Erik Rawlins, Doria Sanchez, Chris Smith, Rie Tanaka, Terry Tang, Tony Van, Lori Van Rheuden, Byron Werner, David Wilhoyte, Winky, Ron Zaragoza

Thanks for Nothing to: Kirby Fong

For advertising inquiries, please call:
415-349-4300

Sega Game Play Assistance
U.S. 900-200-7342 (SEGA)
18+ Touch Tone phone
$.85 per minute IVR/$1.05 per minute live
Canada 900-451-5252
$1.25 per minute IVR
Play Tips and Codes
900-200-7342 (SEGA)
Hardware Problems/Troubleshooting
EXCEPT Saturn
800-872-7342 (USA SEGA)
Hardware Problems/Troubleshooting
Sega Saturn ONLY
800-733-7288 (SATU)
ESRB Ratings
800-771-3772



COMIX ZONE
WARP INTO THE COMIX ZONE WITH ALL THE ACTION AND ADVENTURE OF YOUR FAVORITE COMICS!
RIP UP THE PAGE WITH SUPERHERO POWER-UPS AND TONS OF INTENSE FIGHTING MOVES.
BATTLE PANEL BY PANEL THROUGH FULL COMIC BOOK PAGES DRAWN BY REAL COMIC BOOK ARTISTS!
SHARPEN YOUR FIGHTING SKILLS TO DEFEAT MUTANT ENEMIES DRAWN IN BY MORTUS, PUBLIC ENEMY NO. 1
ENTER THE COMIX ZONE™ AND PREPARE FOR THE FIRST TRULY INTERACTIVE COMIC BOOK EVER! TEAR INTO A POST-PUNK COMIC WORLD OF YOUR OWN CREATION, WHERE ONLY YOU CAN FIGHT YOUR WAY OUT. IF YOU'RE LOOKING FOR HARDCORE ACTION AND REAL COMIC BOOK THRILLS, THIS IS WHERE YOU DRAW THE LINE!
GENESIS
BONUS CD SOUNDTRACK INCLUDED
SEGA™
Visit the Sega Worldwide Web Site for more cool Sega stuff at http://www.segaoa.com



The Best Fighting Game In the Galaxy

Nothing else measures up. There's not another game that comes close. *Virtua Fighter 2* is on its way to the Sega Saturn. With three difficulty levels, new characters, and astounding new moves and backgrounds, this game outclasses them all. Clocking in even faster than the arcade blockbuster, *Virtua Fighter 2* puts all others in the seen-it-done-it category. You've been waiting for this exclusive peek, and *Sega Visions* has the word for you. What's up with that? Here's the story.

Shun Di and Lion Rafale Bust into Your Home

If *Virtua Fighter* and *Virtua Fighter Remix* are the current kings of the mountain, *Virtua Fighter 2* is the avalanche that can knock them off. With an astounding 300,000 polygons per second, ten incredibly detailed new arenas, and far more realistic animation, this one will blow the doors off any other attempt at 3-D fighting. *Virtua Fighter 2* adds 500 new moves (for a total of more than 1,200), doubles the frames per second for a count of 60, and gives you two new fighters for a total company of ten. Soon you'll

Virtua Fighter 2 Is Coming to Your Sega Saturn



meet and defeat two wonderfully unorthodox new fighters: Shun Di, a seemingly drunk old man with martial-arts talents that amaze, and his new comrade, the 15-year-old Lion Rafale. Building on the lifelike polygon frames of the *Virtua Fighter*–style fighters, Sega's in-house team AM2 developed *Virtua Fighter 2* on a whole new graphics engine (appropriately called Model 2) that puts texture-mapped buff and sculpted bodies, facial features, and highly detailed clothing on your fighters. Play the computer through your whole list of opponents, and you again reach Dural—this time under the sea in the ruins of Atlantis. Learning to deal with the very real physics caused by the viscous ocean should have you jumping with joyful gaming glee.

Enjoy this look at some early Sega Saturn screens showing character motion against spectacular new backgrounds. (And when you're done, don't forget to wipe that big goofy grin off your face—otherwise someone will think you're insane.) This is *the* game. Enough said Check it out for yourself.

More Virtua Fighter 2 Info

- With *Virtua Fighter 2's* speed, you'll have to learn to deal with more ambushes from behind. Your choices: Turn and fight or figure out why running is the better part of valor.
- The ranges for throws and splashes have changed. They now take even more skill.
- You get an enormous pile of new juggle moves.
- Look for even more destructive delayed-action combos and special moves. They're in there.
- Hold down any button during replay for your character's new taunts. You get a special taunt for finishing an enemy in under ten seconds.
- Kage's face mask comes off only after 20 wins against second-player challengers.
- There are cool new versions of original *Virtua Fighter* tunes hidden in the game.
- The more Shun sips from his flask, the stronger he gets.

Heating Up The Airways

BlackFire

Advanced Helicopter Combat

If you think a PC is the only place that you can play advanced aircraft-combat sims, think again. Sega is torching the skies with *BlackFire* for the Sega Saturn, a bad-to-the-bone chopper sim that'll make you want to get Top Gun tattooed where the sun don't shine. Since its introduction to the world as a computer title, *BlackFire* has been upgraded and enhanced to put Sega Saturn gamers on the cutting edge of helicopter-combat technology. If infiltrating hostile airspace with bad intent is your thing, you'll love *BlackFire*. It's pure airborne mayhem.

Mission-preview screens brief you on terrain and targets.

Gouraud shading really improves the look of enemy Apaches.

Welcome to the U.S. elite forces. You've been assigned to man an advanced attack helicopter called the *BlackFire*. Your old buddy Commander Kane, who used to fly by your side, has jumped ship and is using top-secret alien technology for his own nasty ends. Even worse, he has teamed up with the Consortium and the Sword of Gideon terrorist forces. It's your job to stop him. Stop him dead.



Lock on to targets before launching missiles to increase your chances of making a kill.



Publisher
Sega
Controller
Sega Saturn, Mission Stick
Players
One

It won't be easy. You'll have to brave 16 missions, including night stunts, to reach Kane, who is holed up in the belly of an alien mother ship. Beyond destroying an array of enemy helicopters on your tail in each mission, there are multiple objectives designed to weaken Kane's ability to fight back, such as destroying large buildings, bunkers, munitions trucks, submarines, and oil rigs.

The *BlackFire* chopper is armed with six nasty weapons, from machine and plasma guns to air-to-air Hydras for enemy helicopters and high-powered AGM Hellfire missiles, essential for taking out big ground targets. Your fuel lasts only eight minutes. Blue blips on your radar often indicate friendlies, which can be your refueling and reloading helicopters. Get to them fast because enemy copters gun for them as well as for you. Below your radar, a counter directs you to your mission objectives. Point your nose in the right direction, and the counter reads triple zero, leading you right to the closest target. While the direct route is the shortest, it is also the most heavily guarded.



Fly in between enemy aircraft so that the hostiles shoot each other down.

If the outstanding aerial action isn't enough to keep your attention, *BlackFire* delivers in the graphics department as well. The terrain is smoothly mapped and the helicopters are detailed and realistic. Twelve cinematic sequences enhance the excitement. For high-adrenaline action, slick graphics, and challenging game play, *BlackFire* is an assignment you won't want to miss.



Killer cinematics give you that napalm kind of feeling.

A Shooting Gallery of Polygon Pistolry



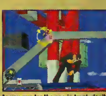
When the yellow markers intersect, the sniper starts shooting, unless you take him out first.

The docks are packed with hoodlums, partner, and you're the only 5-0 in town that can clear 'em out. An exact duplicate of the smash arcade hit, *Virtua Cop* for the Sega Saturn sends you out on patrol through level after level of intense shooting action.

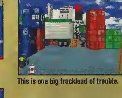
Keep your aim steady as you wade through a warehouse, office building, and more. Snipers peck away at you from distant buildings, ax-wielding maniacs swing for your head, and thugs chuck grenades like confetti. You can take up to five slugs before it's funeral time, but popping one of the white-clad hostages puts you another step closer to the grave. Accuracy counts, too, so don't just spray bullets everywhere.

Snazzy polygon graphics and realistic animations—the bad guys clutch a different body part depending on where you shoot them—keep you glued to the screen. The wild first-person view careens through the levels, zooming in on rooftops and darting down alleys before you can even catch your breath.

If shooting without a light gun satisfies you as much as kissing your sister (yech), don't despair: Sega's packing in a peripheral called the Stunner that'll arm you for wicked point-and-shoot patrolling. When your trigger finger gets itchy for some Sega Saturn shooting action, line up your sights on *Virtua Cop*.



As you gun for the one in front, don't ignore the sniper in the background.



This is one big truckload of trouble.

VIRTUA COP



Now is the best time to shoot, when his gun is still in the air.



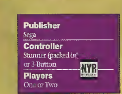
The farther away an enemy is, the more time you have to react. Take a bead on close shooters first.



You could call this a hostage situation. Hit the guy in white, and you lose a life.



Most attacks come from a couple of gunmen.



Publisher
Sega
Controller
Stunner (packed in) or 3-Button
Players
One or Two

NYR

BUT WHY WAIT... GET YOUR SPECIAL 32X™ VIRTUA FIGHTER™ TRAINING PACK RIGHT NOW!





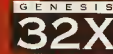




GAME CARTRIDGE NOT INCLUDED.

Virtua Fighter is coming to Genesis 32X this Fall, but you can start your training today! Get the limited edition Special 32X Virtua Fighter Training Pack and you get all this: ❶ A coupon good for a $20 rebate on a Virtua Fighter 32X game cartridge or a $40 rebate on any 32X hardware system. ❷ An exclusive Virtua Fighter video with key game tips and upcoming highlights. ❸ An entry form into the VF32X Sweepstakes, where you can win a Virtua Fighter arcade unit.* ❹ A one-of-a-kind Virtua Fighter T-shirt.

Your choice. You can wait until Virtua Fighter for 32X is out in the stores like the rest of your friends, or you can get the Special 32X Virtua Fighter Training Pack, get a leg up on the competition and get the game for less! After that, it's every fighter for him or herself!







*No Purchase Necessary. To enter, see Virtua Fighter Special Training Pack (SKU #84704) or hand print your name, complete address, birth date and telephone number on a 3 x 5 card and mail to: Virtua Fighter Promotion, P.O. Box 4714 Hayward, CA 94540-4714 by Dec. 1, 1995. To receive official rules, send a self-addressed stamped envelope to Virtua Fighter, c/o Little & King Co. Inc., 140 Broadway, Amityville, NY 11701, by Nov. 15, 1995. Void where prohibited. Estimated retail value of prize structure $12,000. Sweepstakes ends 12/1/95.



Quad-Scroller

For a gamer, a brand-spanking-new piece of hardware in the living room is a little slice of heaven. (Hello, you, glorious Sega Saturn, you.) But you get an even bigger chunk of solid excitement when you park in front of your new machine, and, for one of the very few times in your life, you set your hands, eyes, ears, and brain loose on a style of play that hasn't ever been done before.



Insectia's boss mixes up his attacks while you try to get in your bops safely.

Such is the case with *BUG!* This first original offering from the Sega Away Team for the Sega Saturn is one of gaming's giant steps forward. Even better, it still manages to feel as comfortable as an old shoe.

Ye olde platform-style game is one of the tried-and-true standards in the video game industry—and for good reason. With a platformer, you get a solid combination of action, exploration of varied worlds, item collection, puzzle solving, and just plain jumping and bopping fun. Trying to redesign this concept would be like throwing the baby out with the bathwater (or in this case, the pupa out with the cocoon). So what can you do with the sheer power available in the Sega Saturn to bring new dimensions to this game experience? A CD's space certainly allows you to add voice. Fair enough. There are some great voice actors. And the Sega Saturn offers a much bigger color palette. The lead character and the supporting cast of enemies could be fully rendered in 3-D. And they are. It would also be nice to see some scaling and zoom. *No problema.* This is the Sega Saturn, remember? These enhancements are all fine as far as they go. But what can a game designer do to get rid of that age-old run-to-the-right feel? This is where *BUG!* does some serious



The Splot boss is a sea creature with bug-based snacking on the brain. Use the slimy fella as a spittoon.



Insectual Intermissions

Nice [illegible] buggy famn family, huh?

Queen [illegible] [illegible] her subjects.

[illegible] acts the guy with the bobbing antennae [illegible] to his next set.

Has Gamers Bugging



Reptilia's boss gives you the chance to get in some rock-lobbing target practice with a pair of nifty catapults.

groundbreaking. (No insect jokes, OK?) Here, for the first time in the genre, characters go not only left and right and up and down but also into the distance toward the rear of your television and into the foreground toward you.

SEGA AWAY TEAM

To get the real scoop on Senor Insecto Verde, *Sega Visions* talked to his producer, Steve Apour, who, by the way, has a reputation as something of a party animal. (This somehow seems appropriate with *BUG!*) What better way to get the line on this outrageous new game than to talk directly to the source? For your info, Steve is also known as **Papa Cheese.** (Don't tell anybody.)

SEGA VISIONS: What the heck is the Sega Away Team? **(P.S. We thought you guys were already "out there.")**

STEVE APOUR (HEREAFTER KNOWN AS MR. BIG-SHOT PRODUCER, OR MR. BSP): In late 1993, Sega assembled a rapid-deployment group known as the Tiger Team to handle the special assignment of launching the Sega Saturn in the States. I was lucky enough to be chosen as one of the original three producers. As these things do, the Tiger Team evolved, losing the other two producers, gaining three new ones, and changing its name to the Away Team, which morphed into the **Sega Away Team.** The new name reflects the team's changing character as we became **the group that is out of the office probably more than any other** as we pursue the development of Sega Saturn products with international appeal.

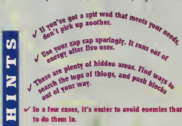
SV: So tell us, O Sega Saturn mensch, what's up with *BUG!*?

MR. BSP: *BUG!* is, as far as I know, the first 3-D platform game—not a side-scroller but something of a quad-scroller. You know, not just left and right, but in and out as well.

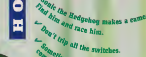
Bug is my pride and joy. I think that he and his cast of supporting characters are among the freshest to come into the gaming world since, well, Sonic. The game **feels like your favorite classic Saturday-morning cartoon** as a quad-scrolling, 3-D platform game. We rendered the characters with the intent of giving them something of a warm, Looney Tunes–style feel, as opposed to the superhigh-gloss, somewhat cold look that many games are attempting these days.

Basically, Bug the character is an award-winning interactive-entertainment star, and this is his latest role. You see, unlike video game characters who actually live in their own universes, Bug is an interactive en-

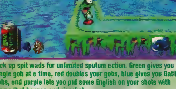
HOT HINTS



- ✔ If you've got a spit wad that meets your needs, don't pick up another.
- ✔ Use your zap cap sparingly. It runs out of energy after five uses.
- ✔ There are plenty of hidden areas. Find ways to search the tops of things, and push blocks out of your way.
- ✔ In a few cases, it's easier to avoid enemies than to do them in.
- ✔ Get those blue crystals. They're the only way to get to the Dragonfly Ring Chase and earn continues.



- ✔ Sonic the Hedgehog makes a cameo appearance. Find him and race him.
- ✔ Don't trip all the switches.
- ✔ Sometimes your only chance to collect a power-up comes while you're bouncing off an enemy.



Pick up spit wads for unlimited sputum action. Green gives you a single gob at a time, red doubles your gobs, blue gives you Gatling gobs, and purple lets you put some English on your shots with clams that bounce and ricochet.

Continued on Next Page



Get that frosty can of bug juice to increase your energy.

tertainer (more like a movie star) taking on roles without a dedicated back-story. So unlike other characters—who are tethered to variations on the same universe in their sequels—Bug will never be constrained to remain in the same world or to a conventional sequel for that matter—every new role brings him a new story and new costars.

SV: Where did this concept come from?

Mr. BSP: The game concept and look are the result of numerous brainstorming sessions with "the Daves" (Warhol and Bean) of Realtime Associates (they did the development on *BUG!*). Our goal was to create a unique universe with a novel art style, cartoonlike but not too cute characters, quirky music, and superb play mechanics. I think that the game incorporates all those initial concept goals.

SV: What are you calling the ability to play within the screen's plane of depth?

Mr. BSP: *Z*-axis access. This makes a quad-scroller possible.

SV: Is this possible only because of the Sega Saturn's processing power?

Mr. BSP: Yes. **No other machine on the market could do *BUG!***

SV: What's behind the "Filmed entirely on location in Sweden" line at the end of the credits in the manual?

Mr. BSP: It's just a little inside joke. And we're not tellin'. Ever. So…hold your breath.

SV: How many colors are displayed simultaneously in the game?

Mr. BSP: Each enemy has its own 256-color palette, as does the track, so the number of colors displayed at any given time depends on how many different characters are in frame. This could range from several hundred to **several thousands of colors.**



SV: The fellow who does the really funny voice acting for Bug—John Frost—what else has he done that our glorious readers (we're pandering here) might recognize?

Mr. BSP: John Frost works as creative director of KROQ radio in Los Angeles and KOME in San Francisco, doing characters for promos, jingles, short radio plays, and commercials.



SV: All the enemies are 3-D (and so, obviously, is Monsieur de Bug). How were they designed?

Mr. BSP: Jeff Cook of Realtime first designed all the enemies and our hero on paper, then 3-D models were built under his guidance using SoftImage on Silicon Graphics Indigo workstations.

SV: The cut-scenes look spectacular. What was done technically to create those unbelievable opening, intermission, and win cinematics?

Mr. BSP: **If we told you, we'd have to kill you.** So no comment. It's for your own safety.

SV: What kind of bug is Bug?

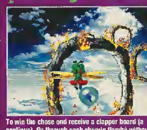
Mr. BSP: Bug is a unique entity in the insect kingdom. He is a member in good standing of the species *nondescriptus*.

SV: What about those red shoes and white gloves? Is there some kind of **ominous Sega master plan** here? We seem to remember seeing those accessories somewhere else.

The Dragonfly Ring Chase



You get one of these dragonfly icons for every 100 blue crystals collected. With three icons in hand, you can go to the Dragonfly Ring Chase.



To win the chase and receive a clapper board (a continue), fly through each cheerio flambé without missing one or touching the fire. Snag all the spheres for another life.





You not only get the first quad-scrolling in a video game—you also get to take Bug sideways across the background. Watch out for kamikaze cicadas.



Take a Gander at Bug's Opposition





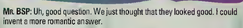


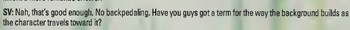






You'll have to figure out how best to take on each of the entities in Bug's way. Some take multiple bounces; other enemies have everything from flaming attacks to fly swatters.





Mr. BSP: Uh, good question. We just thought that they looked good. I could invent a more romantic answer.

SV: Nah, that's good enough. No backpedaling. Have you guys got a term for the way the background builds as the character travels toward it?

Mr. BSP: We call it *distance cueing*. It looks great, doesn't it?

SV: How many of the cartoon kill sound effects are there?

Mr. BSP: Somewhere around 20. They are pretty funny, if I do say so myself. And wonderfully cartoony.



SV: How many frames of animation are devoted to His Bugness?

Mr. BSP: Bug himself has more than 300 frames of animation.

SV: Are there any fun names for the enemies (beyond the couple that are in the manual)?

Mr. BSP: All the enemies have **names with various levels of tastefulness.** The clam is Clambo, the spring-headed fish is Snapper-Head, the stinkbug is Stinky, and the fire ant in Arachnia is Blow-Hard. Somehow I think it's time to stop.

SV: Is the O. J. joke a first for Sega?

Mr. BSP: The signpost refers strictly to orange juice (as opposed to bug juice), and **any similarity**

Continued on Next Page

Mini Bonus Rounds

Get a coin.

Visit Daddy-O Longlegs.

Enter Daddy's bonus round and collect as many Blippies as you can in the allotted time. Trade every eight for another life.

You'll find collectibles hidden behind bamboo poles. You need to throw a switch to get to the stuff.

between the sign and an infamous criminal case is strictly coincidental.

SV: What are you calling the constantly changing camera depth?

Mr. BSP: Context-sensitive cinematography.

SV: Do Bug's abducted pals have names?

Mr. BSP: Yeah. Bug's screen family is Mom, Dad, Little Brother, Maggot Dog, and his on- and offscreen girlfriend, **Lady Bug**. No, she's **not related to the wife of that dead president.** ("Plant a bush, a shrub, a tree.")

SV: Every scene is No. 127A according to the clapper boards. We've got to ask, does this number have any significance?

Mr. BSP: None, other than to keep you wondering.

SV: Are Bug's canned power-ups the same **bug juice** we all drank in camp as kids, or is there something special about this concoction?

Mr. BSP: It has a **third less calories, and tastes great too!**

SV: How about that end boss?

Mr. BSP: She's **Queen Cadavra, the evil ruler of Insectia and various unincorporated surrounding counties.** This widow drains defenseless insects for fun and profit. She's considered something of a boll buster.

SV: On the trivia side, how many blue crystals are there in the game?

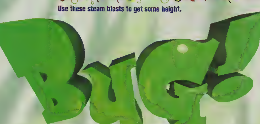
Mr. BSP: A smidgen under 2,000.

SV: On a more serious note (you knew it had to happen—this is after all a serious business), tell us about the challenges of developing for a totally new system.

Mr. BSP: The greatest challenge that we had was in finding a way (darned quickly) to understand, digest, and utilize the enormous processing power of the Sega Saturn. Bear in mind that developing a



Use these steam blasts to get some height.





One of Bug's favorite pastimes is launching himself from a slingshot. Really. Would we lie to you?

The surprise might give you something nice, and then again it might not. That would be why it's called a surprise. Duh.

quality 16-bit title takes approximately a year (give or take a few months), and that's with existing technology as well as fully understood software and hardware tools.

Think about the fact that the **Sega Saturn** is a powerful, multiprocessor system **capable of doing more graphically and aurally than anything our best programmers had ever seen before.** Add to that the knowledge that the software tool set and hardware were being finalized and translated in parallel with game development, and I think you can pretty much understand where our biggest challenge was. Luckily, we were working with some of the best developers in the business. They've committed huge resources and energy in putting together such outstanding titles as *BUG!*, *Black Fire*, *Ghen War*, and *Congo the Movie: The Lost City of Zinj*.

SV: What are the Oscar-like statues in the bonus rounds called?

Mr. BSP: The Blippy Awards are the interactive-entertainment industry's answer to the Oscars, Emmies, and Grammies. They're named after that first brilliant interactive performer in the days before talkies and color: the blip from *Pong*.

SV: The mazes appear to be suspended in midair. What's holding the mazes up? (And don't say they're on the back of a huge turtle.)

Mr. BSP: Those mazes don't actually exist. They're simply computer-graphics special effects, done by our game gurus at SLM, Sega Light & Magic. **(Don't get testy, George. We're just funnin'.)** Bug actually does most of his acting in front of a blue screen. We then carefully and cleanly composite (compost?) the track pieces under our talent (Bug) using the Sega Saturn's multiprocessor architecture to make it look as if they exist in the same space. SLM is currently doing interactive computer-graphics work for two other Sega Away Team games in production: *Black Fire* and *Ghen War* (shameless plug for two of our terrific upcoming titles).

SV: What jazzes you most about working with the Sega Saturn?

Mr. BSP: The most exciting element is coming up with ways to utilize the machine's amazing capabilities. What can we do that is new and fresh given that we've got all this incredible horsepower to work with? What can we do to give the players a totally different kind of visual treat, a new audio sensation, and **a big figurative kick in the pants** that puts them right into orbit?

SV: The Sega Saturn's resolution varies depending upon what you're trying to accomplish. At what screen resolution does *BUG!* run?

Mr. BSP: The screen resolution is 320 by 224, which looks outstanding and is plenty to pull off *BUG!*'s Saturday-morning cartoon look. It keeps the game's frame rate running very high.

SV: Thanks, Steve. Sorry about the Mr. BSP stuff. Somehow it seemed like the thing to do. (And we won't mention **Papa Cheese** again.)

Mr. BSP: That's OK. I've been dealing with Bug's attitude problems for a while now. I'm used to it.



Anime Enchantment

Brilliant Side-Scroller Transforms the Genre

Prepare for the revolution. The technological revolution, that is. Side-scrolling Adventure has just reinvented itself, and you have Sega's *Astal* for Sega Saturn to thank. Vivid anime graphics come at you in thousands upon thousands of colors. Scaling enemies zoom in from the midground and background. And the sound effects will leave you reeling. The future is here, and *Astal*'s leading the way.



Eons ago, the goddess Antowas created two exceedingly unusual children from two crystals. From the red crystal came Astal, a fiery boy-child. From the green crystal, Antowas created the beautiful Leda, the love of Astal's life. When Astal's temper gets the better of him, he's exiled to the moon. Meanwhile, a third crystal creature, the evil Geist, kidnaps Leda. Guess who's gotta rescue her? (You knew this was coming.) It's you, pal.

Astal uses an array of special moves to crack his enemies. Attacks include a mighty punch to the ground that paralyzes his foes, standing and running throws, and breath that can blow out fires and smaller enemies. When Astal rescues a bird in distress in the first level, she becomes both a companion and another weapon. When our hero stocks up on crystals, he can send his bird friend out to hunt for food or attack his foes. Even better, a second player can control the bird for a cooperative spin on the game.





Publisher
Sega

Controller
Sega Saturn

Players
One or Two (cooperative)

A Visual Feast

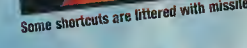
Astal really makes its mark with visuals that'll make you a Sega Saturn believer. The enchanted worlds range from underground caverns and crystal waterfalls to fiery deserts and cloud-studded skyscapes that will stun even the most jaded gamer. Each world brims with exotic colors and spectacular backgrounds. Wildly original enemies abound. The gigantic bosses include a carnivorous plant, a flame-spewing dragon, and a host of other gorgeous but deadly adversaries. The side-scrolling action features a mind-numbing array of special effects, including five layers of parallax and impressive scaling.

Classical music with a New Age twist is the backdrop for Astal's crystalline world. Sound effects and digitized voice include special touches like the sound of a flurry of bats approaching from afar. *Astal* is the perfect showcase for the Sega Saturn. For Adventure-packed gaming of a caliber to match this miraculous piece of hardware, you can't do better than *Astal*.

Hovercraft



Playing *Cyber Speedway* on your Sega Saturn is like driving while blasting a really good car CD-stereo system. Only you're driving a futuristic hovercraft capable of climbing, dropping, and swerving with speed and precision that eclipse the capabilities of any vehicle or aircraft you've seen before. And what you're listening to is some of the most aggressive, cranking rock since Swerve Driver. And did we mention missiles? They're only one of the chaotic elements in this one- or two-player sci-fi Racer from Sega. *Cyber Speedway* packs in so many shortcuts, obstacles, and devious opponents that it makes the Indy 500 look like the Pillsbury Bake-Off.



Some shortcuts are littered with missiles.

A Peaceful Resolution?

It's several hundred years in the future, and the galactic powers have finally wised up. Out-and-out warfare benefits no one; games of skill and cunning are now the preferred resolutions to interplanetary disputes. You're Clay Shaw, a sled racer the entire galaxy will have to reckon with. But first you've got to prove yourself the foremost racer on your own planet. Then it's on to five far-flung worlds, like the subzero Glacies, where ice caves threaten to implode around you, and the volcanic Evoflammas, where bursts of fire erupt in your path.

In Story mode, you must prove your mettle in each world to progress. In Free Play mode, you and a rival each choose a sled and any course you please. Both modes let you choose from three views of your craft, from a zoom so tight that you can't even see the front of your sled to an aerial view.

Publisher
Sega
Controller
Sega Saturn
Players
One or Two

Glacies

Falling stalactites wear down your shield if they hit you.

Terra

Water spray can obscure your vision and turn you around.

Occupational Hazards

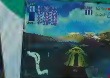
Evoflammas

Double whammy: Fireballs block your view and burn up your shield.

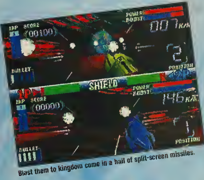
Nubes

King-size crustaceans loop around this overpass.

Tailgating is encouraged.



Take the high road at this fork in the Nubes track to uncover a cache of missiles.

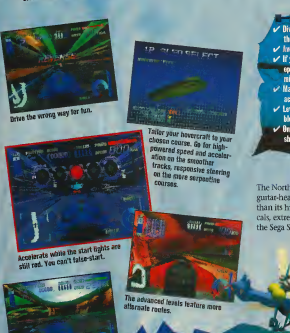


Blast them to kingdom come in a hail of split-screen missiles.

Your Hovercraft Is Full of Eels

Of course, territorial issues inevitably involve a bit of hostility. That's why missiles are planted throughout the courses, to your benefit. You can find clusters of them along the many shortcuts on the circuit, especially in the more advanced levels. Blasting opponents out of contention by blowing their time and concentration is as satisfying as edging them out at the finish line. There is a catch: You must be behind your intended victim (you wouldn't want to look backward at these speeds), which means that strategy and risk come into play. If you spend time positioning yourself or squander a lead to hit an opponent, you'd better not miss.

Not all alternate routes are helpful. Some cost you time. Others are booby-trapped. All of them require superior skill; drivers with inadequate steering finesse will find themselves plunging from narrow ridges back onto the main road, wasting seconds in the descent and probably damaging their shields. (Even if you take a major plummet, though, you'll marvel at the speed and graphics scaling as you fall.)



Drive the wrong way for fun.

Tailor your hovercraft to your chosen course. Go for high-powered speed and acceleration on the smoother tracks, responsive steering on the more serpentine courses.

Accelerate while the start lights are still red. You can't false-start.

The advanced levels feature more alternate routes.

Scream around corners by pressing Right or Left Shift for a speed boost.

HOT HINTS

- ✔ Dive into the water for a treasure trove of hidden bullets on the Terra course.
- ✔ Avoid the trough in the Evoflammas course by staying to the left.
- ✔ If you're maxed out on missiles in two-player mode but your opponent is nowhere near, fire into the walls and pick up more missiles so that your rival can't get at them.
- ✔ Maintain a scant lead, and you're a sitting duck. Lean on the accelerator or slow down and fire as your opponent passes.
- ✔ Level 6 contains a shortcut riddled with bombs. Once they're blown up, this route saves you considerable time.
- ✔ Once you use up your shield, that's it. There are no shield power-ups.

Rock-O-Rama

The Northern California rock trio "bygone dogs" is behind the guitar-heavy tunes. But the sound track is noteworthy for more than its hipness and drive. The music includes truly wailing vocals, extremely rare in video game music—no system short of the Sega Saturn can do them justice. You can also listen to the disc in an ordinary audio CD player (minus the otherworldly sound effects, of course).

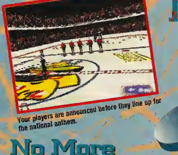
Even without the multimedia extras, *Cyber Speedway* deserves your attention. Whether you're a speed demon, a master strategist, or just a tune freak, this game will rev you up.

A Trio of Views

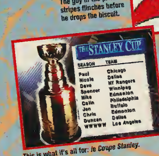




HOCKEY Makes It to the Big Leagues



Your players are announced before they line up for the national anthem.



This is what it's all for: le Coupe Stanley.

The guy in the prison stripes flinches before he drops the biscuit.



Juggle your roster at will.

No More Pucking Around

Looking for bone-jarring action? Put on your melon protector and snap that chin strap. It's time to get off the bench and onto the ice with incredible 3-D rinks, crushing checks, goalie splits that'll make you groan, and tape-to-tape passes that give one-timers new meaning. Welcome to *NHL All-Star Hockey* from Sega Sports. The rippingest system on the market redefines North America's favorite game. Even the hockey-impaired (you know who you are) will stand up and take notice. Where else can you sit down with up to 12 (we're not kidding) of your closest pals and play the most realistic wide-open and pounding tilt of your life? There is no where else. This one's out there.







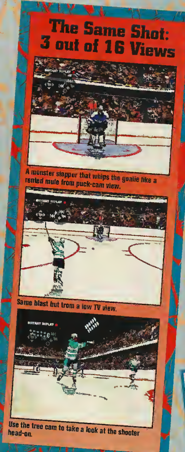
The Particulars, Eh?

NHL All-Star Hockey for the Sega Saturn gives Zamboni fans all the real NHL teams, all the real NHLPA players, and the most astounding features ever to grace a Sports game. The voice of the Rangers, Marv Albert, provides commentary and player spotlights. Choose from a tremendous 16 views of the pond, including a puck's-eye view. Role-playing in hockey? Yup. It's your first-ever chance at first-person hockey (you can even be the netminder).

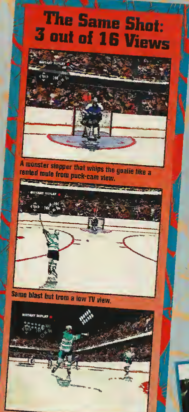
Serious managers can dig into full player and team construction and save their choices and their seasons via Backup cart. Complete practice drills offer an opportunity for stickhandlers to brush up on a particular area of their game. And numbers fans can pour over all the stats via real Fleer Ultra sports cards onscreen.

Blow it during the first period? You'll duck trash cans from a very Canadian coach who gives his loud and honest assessment of your play during the intermission. Want to learn more about the great game? Tour the Hockey Hall of Fame and even view the trophies (like Lady Byng and Conn Smythe). Look for extensive stats, season standings via a changing Sega Sports page, full help menus, manual and automatic goalies, three settings for your refs (from lenient to tough), and scads of good ol' hip-checking hockey. This one breaks the mold and sets the standard for exciting vid-game hockey a bunch of notches higher.

Marv Albert and Steve Galleger are your hosts.



The Same Shot: 3 out of 16 Views



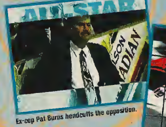
A monster slapper that whips the goalie like a rented mule from puck-cam view.

Same blast but from a low TV view.

Use the tree cam to take a look at the shooter head-on.



Al Iafrate stands tall on his Fleer Ultra card. We can bet he's looking forward to this year's All-Star skills competition.



Ex-cop Pat Burns handcuffs the opposition.

Choose your season length and get checking.

The Sega Sports page tracks season standings.





GOD Of the City



The Happyland built-in simulation ups the sim happiness factor with large parks, giving the sims lots of room to play.

Create Your Own Little World With Sim City 2000

SIM CITY 2000

If you've ever built an ant farm, tower, or rain forest on your PC, chances are you've played one of the Maxis *Sim* games. Maxis is the authority on creating miniuniverses where you can play god, directing your sim subjects in their efforts to grow and evolve. *Sim City 2000* is the Sega Saturn version of the internationally popular PC product. Maxis revitalized the interface for the Sega Saturn and added graphical enhancements that spice up the simulation. The game looks and plays better than ever, and the opening sequences are unparalleled. If you sneer at most Strategy games, if you find chess too easy, if the thought of building a thriving metropolis from scratch excites your god complex, *Sim City 2000* will open new corridors of entertainment on your Sega Saturn.

HOT HINTS

- A seaport is an expensive but quick way to establish a thriving industrial zone.
- Watch the newspaper reports as the years pass for stories about mutant creatures. If you read about them, allow the military to build a base where you are asked.
- Avoid building residential and industrial zones side by side without any roads or borders.
- If you build airports or spaceports near residential areas, crashes will wipe out housing tracts and your sims will hate you.
- Parks, stadiums, and other recreational sites will keep your sims loving you.

Seaports employ a lot of sims but are costly to build. Group like industries to save on the cost of power lines.

City Planning Made Easy

On the surface, *Sim City 2000* seems easy. There is no firm objective except to accomplish whatever goals you set for yourself. You establish your city in one of four time periods from 1900 to 2050, with your choice of easy, medium, or difficult budgets. Then you start building by placing roads and rail; light and heavy industrial, commercial, and residential zones; schools; hospitals; police and fire stations—everything you think you need to make your city thrive. And you discover just how difficult city planning can be.

While you can build your city any way you choose, you must follow some basics to get your town off the ground. Once you have chosen a plot of land and named your city, you should begin by building a power plant and providing some form of water.

Because of the power-to-cost ratio, the coal plant is the best beginning source of electricity. While you will deal with some pollution woes, you can upgrade in 50 years with gas, nuclear, solar, or other high-tech energy sources.

Water is easy. Drop a few pumps on the edge of a lake or river, connect them to the power plant (or to the nearest power source) with power lines, and lay a pipe to your building zones.

With power and water taken care of, your citizens will demand road and rail, followed closely by industrial zones. Since your citizens (called sims) will not build more than three squares from a road, your zones should be a



The cities of the future have a fresh look to them. Spirals are hip.

Publisher	Maxis
Controller	Sega Saturn
Players	One



Every city needs a sports arena. Choose from many popular and arcane sports, and give your team the name of your choice.

maximum of six squares deep with roads on each side. Building in six-by-six squares is a good beginning strategy.

As your city grows, you get the opportunity to add parks, sports stadiums, marinas, zoos, prisons, even military bases (though you can't control where they're placed—typical). You can even launch Arcologies into space in year 3000 or so. Of course, you also must deal with natural disasters such as hurricanes, tornadoes, and earthquakes, man-made disasters like radiation leaks, and supernatural disasters like monsters and aliens. If your town falters, city blocks empty as your sims leave. And you go from town god to slumlord.

What makes *Sim City 2000* so much fun is its cartoon realism. While the buildings and newspapers bear little resemblance to reality, the effects of overcrowding, pollution, crime, and disasters are very real. Each session of zoning and growth is a lesson in what drives your sims' desires in the land of your creation. Legalized gambling may bring extra revenue, but does it carry the added cost of more police stations? Does heavy residential and industrial zoning cause an increase in crime? It depends on how you build.

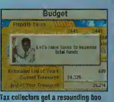
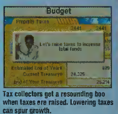


Water is the lifeblood of your city. Sometimes you have to repair pipes manually, or lay a central supply pipe to avoid water shortages.

Play with one of the more than 20 built-in sim cities for clues on successful zoning. Or select the Disaster option to see how a monster really crushes a city. Because you build cities on your own plan, the combinations are only as limited as your imagination. *Sim City 2000* is more than just a game. It's a pastime.



Water pumps deliver greater volume when placed next to a steady source such as a river or a lake.

Tax collectors get a resounding boo when taxes are raised. Lowering taxes can spur growth.

Disasters, Naturally

What good would a simulation be without disasters? *Sim City 2000* has them in spades, from earthquakes and hurricanes to monsters and riots. An option gives you the power (after all, you are the god of the city) to unleash them at will so that they wreak havoc with your creations. Or you can choose to let disasters occur naturally and test the responsiveness of your police and fire units. All that's missing is famine.



Call in the fire department to deal with blazes.

If you have a monster on the loose, the military or Captain Hero are your only defenses.

You can't do much with these ...

Like the flood, tornadoes are natural and can only be endured.



Saving Cities with The Sega Backup

If you've played *Sim City 2000*, you know just how much effort goes into building a city. And while more than 20 ready-to-play sim cities are built into the CD, you can save only one of your own games in the Sega Saturn's onboard memory at a time. The Sega Backup memory cart takes away this barrier by giving you the power to save up to 16 games of your own creation. The Backup is so important to *Sim City 2000* mastery that Maxis will carry a special offer on the Sega Saturn *Sim City 2000* packaging.

The Backup works just like a Genesis cart. Plug it into the slot on top of your Sega Saturn. When you save, *Sim City 2000* automatically stores your city on the Backup.

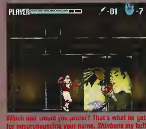
The Backup cart gives you massive data storage for your Sega Saturn.

If you have serious ideas about building cities, then you must have a Backup cart. For that matter, if you're serious about gaming, you need a Backup. Think of it as your Sega Saturn memory times 16.

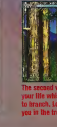


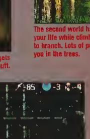


Split this disembodied noggin right up the center.



Which half would you prefer? That's what he gets for mispronouncing your name. *Shinbons* my butt.





The second world has you fighting for your life while climbing from branch to branch. Lots of power-ups await you in the trees.



Joe Bazooka (not his real name) blasts with his shoulder-mounted gun and also tosses knives and blocks attacks like a champ.

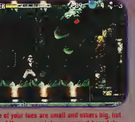
Hit Action Series Slices onto



You can not only block thrown weapons but also return them to sender by swinging your sword and batting them back to the thrower.



The first boss is an otherworldly devil mask. Attack with your sword and your throwing stars. Watch for flames and also his horns, which he launches at you.



Some of your foes are small and others big, but none of them appreciate your sword-based rig. (We couldn't help ourselves. Sorry.)

Listen closely and you'll hear gamers all over America cheering. *Shinobi Legions* is coming to the Sega Saturn, courtesy of Vic Tokai, and for Action fans, this one is a long-awaited, seriously righteous hack-'n-slash.

As most of you know, the Shinobi series has real history on Sega platforms. Starting with the Sega Master System in 1988, this group of sword-swinging, shuriken-tossing games has been on every Sega machine since. And for good reason—the games rip! Quality game play transcends individual platforms, and as a result Sega fanatics have gotten to play *Shinobi* on everything from Game Gear to Sega CD. Sega Saturn owners now get their shot; this one meets all expectations.

Shinobi games have always been chock-full of outrageous ninja moves. This new Sega Saturn disc is no exception. You get major jump attacks, vastly powerful magical assists, wall climbing, vicious multiple-shuriken lobs, stabs, slices, and tons of defensive postures. New to Sega Saturn users are the intense graphics, sounds, and realism that the system brings to the Shinobi table. Sure, you get booming sound, thousands of colors, voice samples, vividly real backgrounds, and full-motion-video cut-scenes, but it's the look and feel of the characters that brings this new game to life. You'll enjoy tons of digitized action from your rotoscoped hero and his enemies. There's also a



When riding the mining car, do a double pump jump when you see the exclamation point.

HOT HINTS

- Get those life balls. Every ten gives you another life
- Save the Thunder Dragon for the bosses.
- Master blocking attacks with your katana (sword). Hold down the attack button at the completion of a swing to bring your steel into defensive position. For a faster block, use Button Y.
- Many of your enemies leave you a gift when you cause them to depart this veil. Some of the gifts are not pleasant.
- Learn all the different attacks Your enemies won't thank you, but your sister will.
- Chop at any stationary item. They often give up goodies, from trees to silkscreens and lamps
- Rather than walking into the next scene, use the dash (double-tap your D-Pad). This way you can use your vicious overhand swing with any oncoming attacker.

Publisher
Vic Tokai
Controller
Sega Saturn
Players
One

Shinobi LEGIONS

Sega Saturn

Welcome back, Shinobi-san. Your public has missed you. One thing's for sure: You've never looked better.

great mix of fantasy-based animated enemies and bosses. Happily, these folks don't just look terrific—they play like a dream. Don't expect to run to the right and slash like it's open season on trees. These enemies each have different attacks and defensive abilities and truly make you earn your way through each of the nine worlds. The bosses require split-second reaction times. They'll make you as grouchy as a stupid dog in a room full of porcupines before you figure out how to end their reign.

U.S. gamers ought to offer up a major vote of thanks to Vic Tokai for bringing this best-selling Sega of Japan title to our shores. This new Sega Saturn entry in the Shinobi saga is a spectacular return to one of gaming's premium experiences—it retains the feel that made the series so incredibly popular while giving new-system users all the major technological innovations they require.



Collect the shining katana to call up the Bishamon. Your offensive power is doubled for a time, and you get some defensive help from the armored guy who appears when you swing.



This boss is a tricky bugger. You can't harm him with attacks. You must bat his blue fireballs back at him while avoiding the energized platforms and moving quickly upward. Save the Thunder Dragon to use when he splits into two.



Can you say ouch?

Call in your Thunder Dragon to clear out all the enemies onscreen.

Free the Electoons!

Rayman has no arms or legs. But then again, neither does the opposition.



This crab boss puts a hurtin' on Rayman unless you hang on the edge when he comes forward and attack when he backs off.

Looking for a big-fun game that's gonna take some serious time to beat? Search no further than *Rayman* from Ubi Soft for the Sega Saturn. In addition to showing just what your new twin-32-bit platform is capable of, this game is truly built with the hard-core sprite-head in mind. *Rayman* puts you in control of vivid animated near-movie-quality graphics, wild sounds, and, best of all, six huge worlds packed full of the kind of adventure that next-generation gamers expect. *Rayman* will make your day, man. (Sorry, we couldn't resist.)

Ready for the story here? Listen carefully. Betilla the fairy has been defeated. As a result, peace is threatened by the disappearance of the Great Protoon, and the world becomes unstable. Mr. Dark is at fault. It's Rayman to the rescue as he travels over six worlds in search of the Electoons that orbited the Great Protoon. Once all the Electoons have been freed, your limbless hero can attempt recovery of said Great Protoon. Got it? Good.

Rayman is chock-full of addictive play, vast amounts of color (up to 65,000 simultaneous shades), five independently scrolling backdrops, 60 frames of animation per second, and more than 50 enemies (a fair number of which are AI based—their attacks depend on your actions). With exceedingly challenging nonlinear game play that gives you more than 60 levels of action, each with more than a few hidden passages and traps, *Rayman* gives loads of joyful Electoon-freeing hours. Add Rayman's unusual powers (from propeller hair to bug-riding ability) which develop and accumulate as you march through the game, and you get an Action title that more than lives up to its advance billing. *Rayman* really rocks.



Learning when to punch, duck, and jump is a must with Rayman.





Publisher
Ubi Soft
Controller
Sega Saturn
Players
One



The ball with the P on it fully restores your energy. They're hidden all over the place.

RPG, Saturn-Style

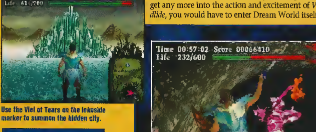
Remember how RPGs used to look? *Virtual Hydlide* on the Sega Saturn is redefining the genre with first-person, once-removed role play that makes older RPGs seem archaic. Since we broke the news on this unique title last May, Atlus Software has won the rights to *Virtual Hydlide,* which will be shipping sometime this fall, much to the delight of gamers who like involved RPG without tedious preadventure setup. It's the closest to plug-and-play virtual reality we've seen.

Virtual Hydlide is easy to play. There's no advance character setup. You earn and win points, strength, and weaponry in the course of game play. And there are plenty of items, both mystical and practical, from medicinal herbs to magic swords, from poison to cursed items you just can't seem to get rid of. Battles are classic sword-swinging action, with a number of attacks and blocks at your disposal. Each time you defeat a big boss, you win an item that helps you in the next phase of your quest. The compass at the bottom right of the screen acts as your guide. Just follow the blue line to your next goal.

You play as an adventurer on a quest to rescue Princess Anne of the Dream World. The dark prince Varis has thrown an evil shadow over the Dream World and is trying to capture the princess. To keep her from harm, the Elder Fairy has transformed the princess into three small fairies and scattered her (or is it *them?*) across the most hidden reaches of the realm. Your quests are to defeat the evil Varis and restore the princess to her true form by finding all three fairies.



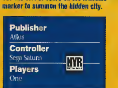
One of the features that makes *Virtual Hydlide* such a treasure is that each time you begin a new game, the game redraws itself from scratch. Atlus states that more than 1 billion combinations are possible, making for awesome replay value. Options include a difficulty setting and a save feature, plus the ability to restore favorite worlds by entering their codes. To get any more into the action and excitement of *Virtual Hydlide,* you would have to enter Dream World itself.



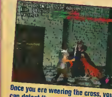
Use the Viel of Tears on the lakeside marker to summon the hidden city.



Red Knights move quickly and take three or four good hits.



Publisher
Atlus
Controller
Sega Saturn
Players
One



Once you are wearing the cross, you can defeat the vampire by hacking at him whenever he comes to rest.



Whisps deliver a solid blow and are also hard to block. Cut and retreat, cut and retreat.



Move too fast in the Ruins and you might get a spiky surprise.



Defeat the wizard in the Sealed Cave, and you free the first of the Princess Fairies. Fight the wizard just like you did the vampire. Hit him when he's down and laughing.

HOT HINTS

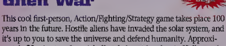
- Each quest gives you an item you need for the next quest. For example, defeat the vampire to win a lamp, which lights your way through dungeons.
- Follow the blue line on the compass to reach your destination.
- To defeat the wizard at the bottom of the Sealed Dungeon, strike him when he stops, drops, and laughs.
- The blue pools in the dungeons restore your strength meter.
- You must wear the Spectacles of Truth to find the entrance to the Ruins.

SPECIAL FEATURE

Exclusive Preview

Sizzling-Hot Sega Saturn Games

What happens when the video game industry's most prominent software companies clamor to turn their talents loose on Sega Saturn? A sizzling-hot game lineup, that's what! Here's an exclusive Sega Visions preview of some of the explosive action on these groundbreaking games. These are just a few of the phenomenal titles slated for release in the next few months:



Ghen War

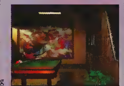
Sega

This cool first-person, Action/Fighting/Strategy game takes place 100 years in the future. Hostile aliens have invaded the solar system, and it's up to you to save the universe and defend humanity. Approximately 22 minutes of special effect-laden video shot in Hollywood enhances the realism. *Ghen War* offers players a rich variety of both indoor and outdoor environments, ranging form the scorching hell of Venus to the top-secret underground of the mysterious NORAD. If the action doesn't blow you away, the awesome music will. Believe it or not, the music dynamically adjusts to your game play (thank you, Sega Saturn). *Ghen War* is really three games in one: It contains three distinct types of play, spread out over 20 challenging levels.

Mystery Mansion

Sega

Mystery Mansion was one of the first Adventure games released on Sega Saturn in Japan. The interactive story line has you exploring a graphically gorgeous haunted mansion in order to solve puzzles and keep the spirits from ultimately destroying the place. As you venture from room to room, ghostly floating heads appear and dispense clues.

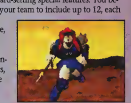




Riglord Saga

Sega

Riglord Saga takes you to a richly rendered 3-D gothic land comprising four kingdoms. In this state-of-the-art RPG, you must use your special powers and the skills of your allies to regain control of the kingdoms from the evil Lord Bane and his wicked cronies. *Riglord Saga* has an abundance of standard-setting special features. You begin with 5 characters and build your team to include up to 12, each with special skills, powers, and magical abilities. As you advance, your characters gain experience and new moves, which they demonstrate for you. You also encounter dozens of evil characters, who challenge you to one battle after another for hours upon hours of exciting game play.



NBA Action '96

Sega Sports

Play b-ball with the big boys. You get a full team roster for the 1995–96 season, from the Vancouver Grizzlies to the Toronto Raptors. All the marquee players, like Michael Jordan and Shawn Kemp, come with their signature moves. To even out the competition, players' attributes change with the game play. Say you've missed four shots in a row: Altrell Sprewell's outside-shot rating drops a couple of percentage points. The reverse happens if you're playing extremely well. *NBA Action '96* has more then ten spectacular game-play views and a full instant replay. One replay option called Ball Cam shows you the clip as if you were the ball itself. Alley-oop passes, behind-the-back passes, and no-look passes—they're all in the game. If you want, you can use the same player throughout the game. One of the top buttons on your Sega Saturn controller even gives you two shots in a row—a basketball-game first!

World Series Baseball



It's, it's, it's...the most realistic baseball game you've ever seen! Twin 32-bit processors provide perspectives you'll find only on Sega Saturn. Three camera angles and 360-degree views put you in the park. Choose from several styles of challenging play—there's even a Chase mode that gives you the view of the ball as it comes off the bat. The home-run derby lets you send power hitters like Bonds and Bagwell head-to-head. *World Series Baseball* is licensed by Major League Baseball and the Players' Association. You get all-star teams and play-by-play on the fly. A convenient memory feature allows you to track stats for you favorite individuals, teams, and league leaders.

Spot Goes to Hollywood



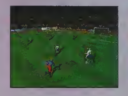
Spot, the effervescent red 7UP mascot, returns in a high-energy way in *Spot Goes to Hollywood*. In his first starring role on Sega Saturn, he undertakes a nonstop adventure through movie-spoof worlds. The name of the game is fun-and-exploration excitement. Spot battles enemies and solves puzzles to work his way out of the film world and back to his can.



FIFA Soccer '96



FIFA Soccer '96 takes advantage of the Sega Saturn's revolutionary technology to deliver stunning graphics and blazing speed—it's by far the most realistic soccer game to date. New player animations, multiple camera angles, dramatic Dolby Surround Sound, over 15 minutes of authentic live soccer-league action, and superfast game play with more than 300 teams bring the excitement of international soccer to your home.





Theme Park



Can you build the most awesome amusement park in the world? Sure you can, with *Theme Park*. You select the site and map out the rides, attractions, shops, and concession stands. It's the reality of big business—every aspect of running a profitable amusement park, from actually staffing your park to R and D is in your control. Well, almost every aspect—we should probably mention that things can go wrong. As a matter of fact, all kinds of challenging situations promise to bring out the problem-solving entrepreneur in you: inclement weather, worker strikes, rides that burst into flames, hostile takeovers, and disgruntled tourists, to name a few.

Wing Commander III: Heart of the Tiger



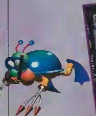
This technologically astounding sequel in the Commander series puts you in a world founded on tomorrow's technology. It's a thrilling space sim, and you're the wing-commander pilot of a brand-new Terran ship in the bitter war against the Kilrathi. Gameplay speed is a warping 30 frames per second. You interact face-to-face with a cast of stars including Mark Hamill, Malcolm McDowell, and John Rhys-Davies. Sixty-five thousand colors of SGI-based graphics explode with heart-pounding clarity as you travel at blistering speed across planetary surfaces and through the seemingly endless void of space.

The Journeyman Project: Director's Cut



Consider the fact that the original PC version of this game, *The Journeyman Project,* won the prestigious Multimedia Award for best animation and graphics. Now imagine the next-generation game—on Sega Saturn. *The Journeyman Project: Director's Cut* is a photo-realistic Adventure game. You're Agent 5 of the Temporal Protectorate, assigned to travel back in time to save the future. Locations include a prehistoric security station, an underwater military complex, and a Martian mining colony. You travel through six panoramic worlds of fluid, full-motion graphics, virtual walk-throughs, fly-throughs, and live-action video sequences. A MIDI sound track enhances the visceral, movie-theater experience.







Continued on Next Page

FREE cd FREE new music magazine

with nothing more to buy ever!

also available on cassette.

See details below.

Exclusive CD Every Month

Each month with every issue of huH Magazine you will receive a full-length CD that is not available anywhere else. This exclusive recording features 10 new releases — hot recordings from the music you love. With the huH CD you can listen to today's hot artists before you decide to add them to your collection.

Exclusive New Music Magazine

huH Magazine cuts through the hype and takes you deep into the heart of Rock & Roll. Here's where you'll find the ultimate in thought provoking articles, electrifying interviews, insightful writing by the artists themselves, plus 100 unbiased reviews and ratings. From Pearl Jam to Public Enemy, Aerosmith to R.E.M., Melissa Etheridge to Sepultura, huH sets brand new standards of intelligence, humor, and personality.

Reviews and Ratings of 100 New CDs Every Month

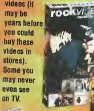
Every month huH Magazine reviews over 100 new CD releases — fair and unbiased reviews, more exciting than you'll find anywhere else. With these reviews and ratings you can get to know all the new releases before you buy your CDs from your favorite music stores or clubs.

Free Music Buying Service

Short on time? Our convenient buying service lets you purchase CDs and tapes by your favorite artists, direct by mail. From hard-to-find recordings to the hits that top the charts, all of the CDs reviewed in huH Magazine are available. A convenient way to shop but never an obligation.

Exclusive Music Video Every Month

Subscribe to huH Magazine and you can also receive an exclusive full-length music video tape every month with 10 hot new videos from your favorite artists — unedited and uncensored. You'll be the first to own the latest music videos (it may be years before you could buy these videos in stores). Some you may never even see on TV.



NOT AVAILABLE IN STORES!

huH Wake up. Be informed. Read huH.

☐ **Yes,** Send me my FREE copy of huH Magazine plus my FREE huH CD. Bill me for just shipping and handling. Thereafter, each month I'll get the latest issue of huH Magazine and the monthly huH CD for the guaranteed low price of just $2.98 each plus shipping and handling. I may also receive, up to four times a year, special issues guaranteed at the same low price plus shipping and handling. I have no obligation to buy anything ever and can cancel any time I want.

The music I like most is: (check one only)
☐ Alternative Rock ☐ Soft Rock/Pop ☐ Hard Rock ☐ Heavy Metal ☐ Rap

☐ *Check Here if you prefer your monthly recordings on cassette*

SPECIAL MUSIC VIDEO OFFER

☐ Yes! Please also send me every month the special music video tape featuring 10 music videos for the low price of $3.98 plus shipping and handling. I will be guaranteed this low price as long as I remain an active subscriber in the huH Music Service program
Select the category of your choice ☐ Alternative Rock ☐ Pop ☐ Heavy Metal ☐ Rap (F3)

Mr./Mrs./Ms. ______________________ (D9) UZY

Address ______________________ Apt ________

City ______________ State ________ Zip ________

Phone (___ ___) ______________________

Have you bought anything by mail in the last? ☐ 6 months ☐ 1 Year ☐ never
Do you have a credit card? ☐ Yes ☐ No

We reserve the right to ask for additional information, reject any application or cancel any membership. Limited to new members only. One membership per family. Local sales tax, if any, will be added. Allow 4-6 weeks for delivery.

MAIL CARD NOW TO GET YOUR

10 HOT NEW SONGS EVERY MONTH!

huH on disk

the cranberries · nine inch nails · type o negative · black sheep · william, burl

JetSkiRAGE

Velocity

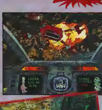
Whoever said that a little water never hurt anyone never played this spectacular wet 'n wild game! *JetSkiRAGE* is best described as a Racing/Fighting game with a tidal wave of 360-degree 3-D action. Players race full-throttle through deadly courses, dodging ferocious sharks, armed racers, disgruntled former racers, bounty hunters, and floating spike fields. *JetSki-RAGE* is tons of fun, but it ain't no day at the beach!



Descent



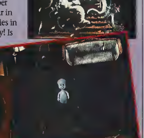
Deep in the mines of the planet Pluto, an alien race has taken over the outposts of the Post Terrain Mineral Corporation. The 360-degree mind-twisting, high-speed Action game features more than 30 levels. Players encounter hidden power-ups, repair stations, death-defying mine shafts, and menacing robots as they set out to destroy each command center. The goal? To come out alive!



Casper

Interplay

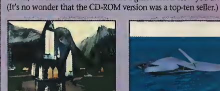
Casper may be the friendliest ghost in town, but he isn't the only ghost in town. *Casper* on Sega Saturn is a challenging, cool Action/Strategy game based on Steven Spielberg's flick. Casper and his three rude uncles star in more than 20 complex puzzles in hilarious 3-D animation. Hey! Is that a ghost in your Sega Saturn?

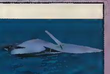


Cyberia

Interplay

Taking full advantage of the Sega Saturn's powerful sound capabilities, *Cyberia*'s action is brought to life with a musical score written specifically for it by Thomas Dolby's Headspace. *Cyberia* takes place in a future where global terrorists rule and humanity lives on the brink of destruction. Blending Hollywood cinematography, near-photo-realistic images, and furiously intense game play with full-screen, full-motion video makes for a game that'll blow you away. (It's no wonder that the CD-ROM version was a top-ten seller.)





Alone in the Dark

Interplay

We can't recommend this game for scaredy-cats. *Alone in the Dark* places you in the horrific world of Jeremy Hartwood's life. Players must decide whether Jeremy was a victim of suicide or something more sinister. Around every corner hideous monsters lurk, coming alive when even the bravest players least expect. It wouldn't be so frightening if there weren't so many graphical features, like cinematic zooms, pans, close-ups, and scaling. Games aren't supposed to look this real, are they?





VR Baseball '95

Interplay

VR Baseball '95 contains not only real teams, players, and statistics but also the subtle nuances that re-create the look and feel of actual baseball. Play is arcade-style with myriad camera angles and 360-degree Virtual Fieldvision that puts players in the game as never before. Season and league play use the new divisional alignment. There's even a General Manager mode that allows for trades so that you can keep up with the big leagues.





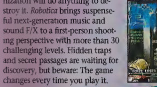
Mortal Kombat II

Acclaim

Mortal Kombat II slugs its way onto Sega Saturn with a vengeance, including Babalities, combo moves, hidden characters, friendship moves, and all the arcade secrets. The intense martial-arts action explodes onto Sega Saturn with each and every one of the arcade characters, including the new ones like Baraka, Kitana, and Reptile. *Mortal Kombat II* on Sega Saturn uses award-winning motion capture, additional animation frames, great graphics, intense music, and enhanced sound effects that include all the arcade voice samples.

Robotica





Welcome to *Robotica,* a futuristic 3-D world of explosive game play. Brutal robot enforcers of the WSSS government space station have taken over the 29th-century metropolis. Your heavily armed underground organization will do anything to destroy it. *Robotica* brings suspenseful next-generation music and sound F/X to a first-person shooting perspective with more than 30 challenging levels. Hidden traps and secret passages are waiting for discovery, but beware: The game changes every time you play it.





NBA Jam Tournament Edition

Acclaim

Shoot some serious hoop with *NBA Jam Tournament Edition* on Sega Saturn. Arcade-style scaling brings realistic onscreen character movement—the closer the players are, the bigger they get. See exclusive NBA full-motion video, and get more than 120 NBA superstars on updated player rosters. The game even includes voice calls for individual players. *NBA Jam Tournament Edition* on Sega Saturn also features all-new power-ups, hidden characters, a playable rookie team, and outrageous special moves like cross-court dunks.





NFL Quarterback Club '96



NFL Quarterback Club '96 has the best of the original's game play and much more. Players get astounding perspective choices. The only way you could get a more realistic viewpoint is to participate in a real line of scrimmage. All-new player animations include stiff arm, drag tackle, up-and-over dive, celebrations, and even tantrums. And you get more than 400 available plays. That's not all. You can bring any *Quarterback Club* member or favorite team into practice or choose from ten custom players/positions and improve their attributes through superior performance. Ultrasmooth cam replay allows you to review each play from any angle.

Virtua Racing

Time Warner Interactive

Ready to take a ride on the wild side? *Virtua Racing* absolutely screams on Sega Saturn. Three modes—Arcade, Grand Prix, and Practice—mean three gut-wrenching experiences. Arcade mode brings home the driving thrills and detailed graphics of the original arcade game. In Grand Prix mode, you compete for the world championship on more than ten wild tracks. Your competition has artificial intelligence that ranges from aggressive and ambitious to outright cutthroat. Then there's Practice mode, which is really the place to start. Learn the handling characteristics of each vehicle as well as the seven new tracks.





Endorfun

Time Warner Interactive

Time Warner Interactive brings strategy and sensory thrills to the Sega Saturn with *Endorfun,* an addictive, mesmerizing puzzle game that'll have your heart pounding. You race against the clock to maneuver pulsating, six-sided cubes through constantly changing mazes and grids. Mustering all your skill and dexterity, you guide each cube so that it lands directly on top of the life force with the matching color. Think quickly and move with great calculation, or blocks of color will entrap you.





Continued on Next Page

Don Bluth's Dragon's Lair and Dragon's Lair II

Readysoft

Dragon's Lair and *Dragon's Lair II: Time Warp* pack colorful, crisp animation and digitized sound. You're Dirk the Daring, a valiant knight on a quest to rescue Princess Daphne. *Dragon's Lair* has you fighting your way through the treacherous castle of the dark wizard. In *Dragon's Lair II*, you use a time machine in your desperate attempt to find Princess Daphne before Mordroc puts a death ring on her finger. It's a race against the clock, or she'll be lost forever in a time warp.





Space Ace

Readysoft

Space Ace plunges you into a fantastic world of nonstop animation. Evil Commander Borf has kidnapped Ace's girlfriend, the beautiful Kimberly, and is plotting to enslave the earth with his dreaded Infanto Ray, a weapon that transforms everyone it blasts into a helpless baby. Armed with a laser gun, Ace must seek out and destroy the Infanto Ray, rescue Kimberly, and save the earth. All in a day's work for a superhero, right?





Brain Dead 13

Readysoft

Brain Dead 13? Well, it's a kinda bizarre, comic, horrific, frantic Action/Adventure. The hero, Lance, is the world's coolest computer-repair guru. He gets a late-night "fix it" call from Dr. Nero Neurosis. The doc's abode: a mysterious castle. This ain't no ordinary house call, and this ain't no ordinary game. *Brain Dead 13* on Sega Saturn features fully orchestrated digital sound and breathtaking animation so interactive that you'd have to be, well, brain-dead not to love it.



Shanghai: Triple Threat

Activision

Warning: This game could be addictive. *Shanghai: Triple Threat* is four exciting Puzzle/Strategy games in one. Each game—Beijing, The Great Wall, Golden Tile, and Classic Shanghai—utilizes mahjongg-style tiles. *Shanghai: Triple Threat* is easy to learn but intriguingly difficult to master—this is definitely next-generation strategy!





Robinson's Requiem

Readysoft

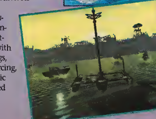
Robinson's Requiem on Sega Saturn is a startlingly realistic virtual environment. You're imprisoned on an alien planet. Your aim? To escape, even if you have to amputate one of your own limbs to stay alive. More than 100 variables are managed in real time, like your body temperature, stress, fatigue, pain, disease, gangrene, and hallucinations. The prison is mapped in 3-D with over three square miles of play area that include canyons, hills, waterfalls, and caves. It's the ultimate test of survival as you hunt, gather food, find water, and make your own clothing and weapons—anything to get off the planet.

Waterworld

Ocean

Inspired by Kevin Costner's special-effects extravaganza, this beautiful Action/Adventure takes place on a postholocaust Earth. The polar ice caps have melted, placing mankind in a life-or-death battle for precious commodities on the open seas. Mariner, the hero, struggles to protect the survivors' makeshift cities against pirates. *Waterworld* takes advantage of the Sega Saturn's capabilities with real-time renderings, complex light sourcing, and a truly dynamic 3-D texture-mapped virtual ocean.

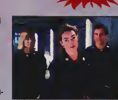




Solar Eclipse

Crystal Dynamics

Solar Eclipse is a blazingly fast 3-D Shooter for Sega Saturn. It's loaded with full-motion video starring *Babylon 5*'s Claudia Christian. Fly your ship through a target-rich, 3-D texture-mapped environment while unleashing devastating firepower and skim through twisting caverns at top speed with the precision-controlled Chase Plane perspective.



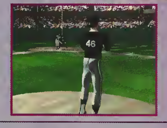


3D Baseball '95

Crystal Dynamics

This MLBPA-licensed baseball game stars 3-D players, Crystal Dynamics' proprietary Real Motion Control motion-capture technology, 3-D stadiums, and the high-octane commentary of Van Earl Wright.

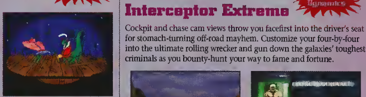




Blazing Dragons

Crystal Dynamics

It's King Arthur's worst nightmare. Monty Python's Terry Jones has created a twisted graphical misadventure that pits wacky dragons against bumbling humans in a series of offbeat quests spanning the world of Camelhot.



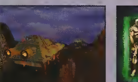




Off-world Interceptor Extreme

Crystal Dynamics

Cockpit and chase cam views throw you facefirst into the driver's seat for stomach-turning off-road mayhem. Customize your four-by-four into the ultimate rolling wrecker and gun down the galaxies' toughest criminals as you bounty-hunt your way to fame and fortune.





The Horde

Crystal Dynamics

In this fast-paced and wild game of action and strategy, you defend your growing village against the onslaught of funny creatures who are intent on eating absolutely everything.



Continued on Next Page

GEX

Crystal Dynamics

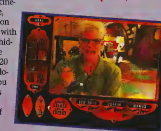
The digitized voice of Dana Gould, headliner of his own HBO comedy special, brings rapid-fire wisecracks and one-liners to this game's 3-D gecko action. Hand-rendered backgrounds, 450 frames of animation, and CD-quality sound boost realism to eye-popping levels.



Double Switch

Digital Pictures

In this challenging cinematic mystery game, you control the action in a mansion wired with secret cameras and hidden traps. The game features more than 20 characters in seven locations. It's up to you to determine who is good and evil and solve the mystery of the mansion. Don't take anyone for granted, though. They don't call it *Double Switch* for nothing.



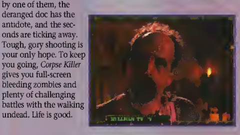


Corpse Killer: Graveyard Edition

Digital Pictures

Corpse Killer: Graveyard Edition has more features, game play, and zombies than you can shake a ju-ju stick at. This gorgeous new version of the Sega CD hit plunks you down on Cay Noir, where a mad doctor is plotting to unleash an army of zombies. You've been bitten by one of them, the deranged doc has the antidote, and the seconds are ticking away. Tough, gory shooting is your only hope. To keep you going, *Corpse Killer* gives you full-screen bleeding zombies and plenty of challenging battles with the walking undead. Life is good.





Supreme Warrior

Digital Pictures

All the secrets of a supreme warrior are yours—if you have the ingenuity to learn them. This full-motion-video hit brings the action and lore of martial arts to Sega Saturn. You're a kung fu fighter up against corrupt warlords and their big bruiser bodyguards in ancient China. The ringleader of them all is Fang Tu, who holds the power of the mask that will restore order in your land. Defeat him, and you'll truly live up to the title of this game. *Supreme Warrior* packs loads of special moves, stunning graphics, and a trio of warlords named Earth, Wind, and Fire. What more could you ask?

Prize Fighter

Digital Pictures

Prize Fighter's down-and-dirty, ultragritty boxing action is gonna knock you out cold. No punches pulled here. This radically enhanced version of the Sega CD classic brings you new interface options, tons of punches, and interactive game play that'll keep you on your feet—if you're lucky.





LOOK WHAT'S LANDED ON SATURN!

Myst. The surrealistic adventure that will become your world.



EXPLORE EERIE WORLDS OF STARKLY FANTASTIC BEAUTY!

COMBINE KEEN OBSERVATION AND LOGIC TO UNLOCK THE SECRETS OF MYST!

Robotica. A world enslaved by brutal robot enforcers.



RAGE AGAINST THE ROBOTS!



ROBOTICA: MANKIND'S LAST HOPE!



This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Saturn™ System









SPECIAL FEATURE

Leapin' LIZARDS

Arcade Blockbuster Storms Multiple Platforms

Primal Rage, which tore up the arcades with some of the fastest, most frenzied fighting that gamers had seen, has come home. Now you can wage prehistoric combat on almost every Sega system—on your Genesis 32X, courtesy of Sega, and on your Sega Saturn, Genesis, and Game Gear, courtesy of Time Warner Interactive. Arcade fighters swore by the game's furious speed, fluid stop-motion animation, and gore-splattered action. The home ports deliver the goods on all these counts. The Sega Saturn, Genesis 32X, and Genesis versions also pack in all seven arcade characters, with 70 moves, 8 special moves, and 3 gruesome fatalities each. No matter what system you favor, the terror and fury of *Primal Rage* are now yours.





GENESIS 32X

What You Get

As always, the Genesis 32X game gives you enhancements in color palette, sprite size, and sound over the Genesis version. Here's what else Sega's 32X game offers:

- Apocalyptic background story
- End story for each dinosaur
- Higher animation frame count
- Varying blood viscosity
- Up to ten humans onscreen instead of six
- Animation for shadows and dust
- Full background animation

SEGA SATURN

What You Get

It's no surprise that the Sega Saturn port comes the closest to the arcade *Primal Rage*. At press time, the game was not complete, but here's what the folks at Time Warner Interactive say you can expect:

- No Cheese flag to protest cheap combos
- Hidden sports games: volleyball, bowling with human pins, and skydiving cows
- 3-D sound
- Human cheers
- Human-munching bonus round
- Two-player tug-of-war and endurance games not in arcade version

Adaptation Equals Evolution

The most striking success of the *Primal Rage* Genesis port is its furious pace. The smooth controls make for speed that puts several other Fighters (which will remain nameless) to shame. Time Warner Interactive has carried over the intuitive four-button control system from the arcade—you punch with the upper buttons and kick with the lower—which makes the most intricate combos downright instinctive.

All the celebrated special moves are here, from Vertigo's ankle-dragging Come Slither to Chaos's noxious Fart of Fury (What would a vid game be without a little sophomoric humor?) Other arcade elements that have made their way into some or all of the home translations are humans who worship you (they also make an excellent meal if you're in the mood for psychological warfare); berserk mode, which gives you a jolt of outrageous strength and resilience when your energy is low; decreasing damage for combo repetitions to prevent cheap victories; and throw-damage control—it takes six throws to kill off an opponent. All these features combine to reward complicated strategies and inventive play, discourage mindless repetition, and in general make the game a ferocious challenge.

For even more arcade features in Sega's Genesis 32X game and Time Warner Interactive's Sega Saturn version, see the "What You Get" boxes on the facing page. But don't give short shrift to Time Warner Interactive's Game Gear version. It's a first-class Fighter in its own right—see "Dino Dogging on the Go" on page 41.



Continued on Next Page



Anatomy of a Marauder

If you're looking at our screen shots and prone to nitpicking, you might well ask how dinosaurs made their way to a skyscraper-littered metropolis or a blue-pillared Parthenon knockoff.

Well, the *Primal* combatants aren't dinosaurs in the strictest sense. To increase each character's speed (and to differentiate punches and kicks), animation director Jason Leong stood them all on their hind legs. And to maximize the creatures' fighting powers and ferocious appearances, he combined dinosaur and reptile attributes at whim.

The dinosaurs in *Primal Rage* look so realistic because they're derived from three-dimensional models. Time Warner Interactive animation director Jason Leong created detailed concept drawings, then turned them over to Dan Platt, who drew upon years of experience animating movie monsters to transform the sketches into fully realized clay models. These puppets were airbrushed with intricate patterns in bright colors and adorned with hair, nails, and teeth. Inside each model is an independently functioning skeleton, complete with joints at the limbs, tail, neck, and head.

The animators brought their models to life using stop-motion photography. The jointed internal framework is what allowed the *Primal* team to manipulate the figures into a succession of subtly different poses for each move. Around 100 frames of animation were shot for each of every single character's moves. The resulting movement is much more fluid than what the stop-motion techniques of old black-and-white monster movies like *King Kong* could produce.

Sauron

Brain the opposition with a Cranium Crusher. Press High Quick and Low Fierce with Down, then Up

Sauron's Earthquake Stomp really shakes things up. Press High Quick, High Fierce, and Low Fierce with Up, then Down. You can also deploy this attack from the air.

More Genesis Maneuvers

Armadon's Iron Maiden Press Low Quick and High Fierce with Away, Up, then Toward.

Blizzard's Fake Mega Punch Simultaneously press High and Low Quick with Down, then Up.

Chaos's Flying Butt Slam Press High and Low Fierce with Down, Toward, Up, then Down/Toward.

Diablo's Pulverizer Press High Quick and Low Fierce with Up, Toward, then Down.

Sauron's Neck Throw Get in close and press High and Low Fierce with Toward, then Away.

Talon's Accelerated Run Press High and Low Quick with the desired direction.

Vertigo's Come Slither Press High and Low Quick with Away, then Away again.

Chaos

[illegible] say? [illegible] a Fart of Fury by pressing Low Quick and [illegible] Down, Toward, Up, [illegible].

The name says it all. [illegible] a Fast Power Puke by pressing High Quick and [illegible] Fierce [illegible] then Toward.

Diablo

Send 'em some fire and brimstone with the Hotfoot attack. Press High and Low Fierce with Up/Away, then Down/Toward.

Incinerate anything near you with an Inferno Flash. Press Low Quick, High and Low Fierce, and Up.

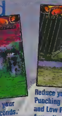
The Primeval Port of Choice

If you know the arcade game, you'll appreciate how faithful the graphics, action, and general feel of the game are on the various home ports. Newcomers to this Fighter (are there any of you out there?) will marvel at the intricate game play and sure controls. The *Primal Rage* home ports have earned their place alongside the arcade original in the pantheon of Fighters.



Blizzard





A Freeze Breath immobilizes your opponent for a couple of seconds. Press High Quick, High Fierce, and Low Fierce with Away, then Toward.



Reduce your enemy to your personal Punching Bag by pressing High Quick and Low Fierce with Toward, Down, Away, then Up.

Armadon

Slide under a projectile and dish out some punishment with a Spinning Death. Press High Quick and Low Fierce with Away, Toward, then Down.

The Bed-o-Nails Darts jump and projectile attacks. Press Low Quick and High Fierce with Down, then Up

Dino Dogging on the Go

Time Warner Interactive's Game Gear version is one of the best 8-bit arcade ports we've seen. It stars six of the original eight creatures, each with 16 moves. The sprite size and character detail are impressive. Check out these moves, and keep in mind that these screens don't do justice to the fluid animation.

Armadon's Iron Maiden



Employ this encient instrument ot torture by pressing Buttons 1 end 2 with Up, then Toward.

Diablo's Fireball



To exhele this speedy projectile, press Buttons t and 2 with Down, then Toward.

Blizzard's Throw



Give 'em tho old heeve-ho by pressing Buttons 1 and 2 with Toward, Down, Awey, then Up.

Sauron's Stun Roar



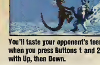
Your mouth is a stun gun when you press Buttons t and 2 with Away, then Toward.

Chaos's Battering Ram



Exit, stage right! Press Buttons 1 and 2 while tepping Toward twice.

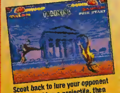
Talon's Face Ripper



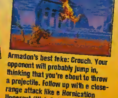
You'll taste your opponent's teer when you press Buttons t and 2 with Up, then Down.

Fabulous Fakes

A successful feint fools your opponent into thinking he knows your next move. When he falls for the setup, you move in for the kill. Here are a couple of deceptive strategies to get you started:



Scoot back to lure your opponent into launching a projectile, then wail on 'em with Talon's triple-hit Pounce end Flip. Press Low Quick and High Fierce with Toward, Down, then Down/Toward.



Armadon's best feke: Crouch. Your opponent will probably jump in, thinking that you're about to throw a projectile. Follow up with e close-range attack like e Horncation Uppercut (High Quick, Low Quick, and High Fierce with Down/Toward, Toward, then Up/Toward).

SPECIAL FEATURE

FORGING THE FUTURE OF THE ARCADE

Sega Visions has inside information about one of the hottest, most innovative divisions of Sega. We've worked closely with these folks, we've seen their stuff, and we're gonna tell you everything! We're talking about Sega Enterprises Inc. (USA), known throughout the industry simply as Sega USA, the builder of the coolest, most action-packed, adrenaline-pumping games in the family-entertainment-center industry.

Those of you who've been to a family entertainment center (arcades, in common parlance), are no doubt familiar with the awesome work of Sega USA. Credited with such colossal arcade hits as *Virtua Fighter 1* and *2*, *Virtua Cop*, *Virtua Racing*, *Samurai Shodown 1* and *2*, *Daytona USA*, and *Super Afterburner*, Sega USA continues to set new standards.

According to Al Stone, president of Sega USA, arcade amusement technology is advancing at a geometric rate: "Soon 3-D-polygon texture-mapped systems will triple in power, providing experiences that will be difficult to distinguish from reality. We are going to have more new games with higher technology than they've ever seen. They'll be, quite simply, stunning."

As a matter of fact, the realism is stupefying. "It's blowing us away," says Stone. "Take *Virtua Fighter 2*, for instance—an awesome display of technology. The more you play it, the more you learn, the more you *want* to play it. Or look at *Sega Rally*. It makes you think, Games aren't supposed to look this real, are they? At a whopping 300,000 polygons per second, *Sega Rally* literally leaves the competition in the dust (or rather, collecting dust). The massive polygon-handling capabilities translate to seamless texture-mapping detail—the background scenery is nothing short of a work of art. Then there's *Virtua Striker*. We're extremely proud of this game. *Virtua Striker* was rigorously R-and-D'd, and the result is evident: The player's moves are absolutely as authentic as they come. Remember that as mind-blowing as the technology is today, it will continue to improve. I guarantee it won't be long before we're making 1-million-polygon-per-second games."



The excitement of daring escape by railcar, nonstop 3-D shooting action, and a triple-axis motion system keep *Rail Chase II* players coming back for more breathtaking thrills.

TITAN TECHNOLOGY TRANSLATES TO SENSATIONAL SEGA SATURN GAMES

Titan is Sega's proprietary coin-op technology in the form of a hardware system board. It enables arcade-center operators to interchange the boards of various games that use the same cabinet. It's especially great news for small (and large) business operators because it means that games are more economical and easy to acquire. To players, it ensures that sizzling arcade titles will be more accessible–you'll see them not just at high-end game centers but also at the street level, like at small mom-and-pop pizza parlors. *Virtua Fighter Remix* and *Golden Axe: The Duel* are just two of the incredibly hot titles available for Titan.

But what does Titan mean to my home system, you ask? Exceptional games! Because Titan technology is so closely related to the technology in the Sega Saturn, it means that tried-and-true megahit titles can (and will) be converted to the Sega Saturn–at record speed. Which, we'd like to remind you, is why buying a Sega Saturn means buying into a proven hit-after-hit coin-op factory.




Soccer maniacs, check it out: *Virtua Striker* is the most realistic, thrilling soccer game available.




Massive polygon-handling capabilities in *Sega Rally* translate to seamless texture-mapping detail that takes you to the track like no other simulator.




Cool Riders is an adrenaline-pumping, hang-on-to-your-handlebars game that offers real-time motocross thrills.



Daytona USA screeches into the arcades with sensational 3-D graphics that'll have you navigating with your entire body.

THEME PARKS

They're "mind-bending, head-altering family entertainment facilities," in the words of director of site development David Wilhoyte. "They're more than just game centers. Much of the technology used in Sega's high-tech theme parks is proprietary. In other words, you won't see it anywhere else except at a Sega park. Unlike visitors of other theme parks, visitors to Sega parks actually participate in the experiences by interacting with the attractions. Our aim is to change the nature of the amusement industry, to mix high technology and theme-park-ride experiences. We're committed to making certain each center has great design. They're totally cool–the best games and the best environment."

Theme-park fans, stay tuned. *Sega Visions* plans to bring you an exclusive on Virtua Theme Parks in an upcoming issue. If it's in the gaming future, you'll find it here in *Visions*.




Check out the next issue of *Sega Visions* for more information on these mind-blowing theme parks.

> "IT WON'T BE LONG BEFORE WE'RE MAKING 1-MILLION-POLYGON-PER-SECOND GAMES."
> —AL STONE, PRESIDENT, SEGA USA



All that's missing from *Indy 500* is the smell of burning rubber.



Virtua Fighter 2 easily KOs all the other arcade fighters with ultrarealistic 3-D character movements, improved motion control, and super texture-mapped graphics.







Incredible FIGHTING GAME Free

TO GOOD Sega Saturn OWNERS



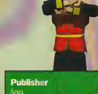
Wha? Huh? Oh. Excuse us while we pick our chins up off the floor and rub the glaze from our game-blurred, bloodshot eyes. You're not going to believe this one.

Follow the logic here. *Virtua Fighter* is a massive hit in the arcades. The new *Virtua Fighter 2* is even bigger and better. You got the hot Sega Saturn version of *Virtua Fighter* with your ultimate new home system. *Virtua Fighter 2* is coming soon to a Sega Saturn near you. But waiting really rots, doesn't it? What if there were something in between the two versions, ready for you to get your twitching hands on now? Something with *Virtua Fighter 2*–style texture mapping and Gouraud shading, new ring surfaces, and bigger, higher-resolution characters. Something that has the head-busting play of *Virtua Fighter*. Would you call the game *Virtua Fighter 1.5*? Good guess. That's exactly what Sega's internal code name was, but no. In short, to you, the gaming public, it's something called *Virtua Fighter Remix* for your Sega Saturn. This title gives you the most amazing-looking Fighting game of all time, melded with the finest action available on any home system. How's that for a combination? Whatever you call it, this one is the deal.









Publisher
Sega

Controller
Sega Saturn

Players
One or Two





Get Virtua Fighter Remix Free!

Gratis. Free. Complimentary. Priceless. No charge. Yours for nada. You pay zilch. All you have to do is purchase a Sega Saturn between May 11 and September 30, 1995, call the number below, and clearly state your serial number. (No cheating. We'll catch you.) So wait, you say, what's the catch here? Sorry folks. There's no hook. Even shipping and handling are free. We ask only that you show this all-that-and-a-night-on-the-town, texture-mapped-Gouraud-shaded-king-of-the-hill Fighter to your poor slob friends who don't own a Sega Saturn.

What do you do if you've got to have *Virtua Fighter Remix* but you don't yet own a Sega Saturn? We could say tough cookies, but we won't. Just buy a Sega Saturn by September 30, and call in. The game is yours. Simple: Own a Sega Saturn, get a free copy of *Virtua Fighter Remix.* Ain't life grand?

Recap

• Buy a Sega Saturn between May 11 and September 30, 1995.

- Look at the back of your Sega Saturn.
- Find the digits in the silver rectangle next to the words *Serial No.* This would be your serial number. Big surprise.
- Write it down on a scrap.
- Carry the scrap to the phone.

• Dial 1-800-SEE-SATURN.

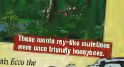
(We know it's a lot of characters. Do it anyway.)

- Wait for someone to answer the phone on the other end.
- Say, "Hello, nice operator person. May I order my free copy of *Virtua Fighter Remix?*"
- Answer the nice operator person's questions, say thank you, and hang up.
- Wait impatiently for four to six weeks, checking your mail daily, crying at the post office, and generally acting like a gamer in the throes of severe need.

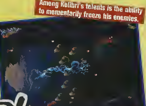
• Finally receive your FREE COPY of Virtua Fighter Remix.

- Dance around your room.
- Play this kicking game.





These menta rey–like mutations were once friendly honeybees.



Among Kolibri's talents is the ability to momentarily freeze his enemies.

Kolibri™

Three years ago, Sega revolutionized video games with *Ecco the Dolphin*, giving gamers the opportunity to dive into the world of a bottlenose dolphin. Now Sega is giving you the ability to fly with a new animal Adventure, *Kolibri* for the Genesis 32X. *Kolibri* stars a hummingbird who has been given extraordinary powers to combat a 14-million-year-old menace that threatens the entire earth. *Kolibri* is so advanced that it needed the processing muscle of the 32X to bring it to life. The game features phenomenal multi-level scrolling and highly detailed backgrounds that bring the vividly colored microworld of a hummingbird alive. It's the most realistic animal Adventure ever to appear on a Sega system.

Good Things in Small Packages

A black crystal has impacted the planet, spreading malignant energy that mutates everything it touches. In response to this threat, a healing blue crystal has awakened and chosen Kolibri to be its champion. It graces the hummingbird with the ability to use different forms of its energy to destroy the mutants. With his new abilities comes awareness. Kolibri must journey across the planet and into the dark recesses of the animal world in search of the black crystal.

At first, the mutations drive stinging insects like bees and hornets to attack. But the farther Kolibri goes, the more dangerous the mutations become. The hornets begin to fire particles, then to change into horrible alien monstrosities. Anthills and underground caverns contain bizarre creatures.

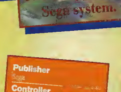
In 3-D levels, Kolibri must shoot down mutants that fly at him from all directions. Can a tiny creature whose heartbeat can be measured in thousandths of a second save the world? Kolibri has all the tools to battle the mutations of the malignant menace. Take control of *Kolibri* and experience the wonders of flying in inner space.

Even mundane frogs become enemies. Your sharp beak is no match for his fast tongue.

fly these unfriendly skies

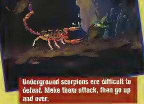


Is this helix a friend or enemy? Underground it's hard to tell.



Kolibri is the most realistic animal Adventure ever to appear on a Sega system.

The first mutations can be seen in common insects such as ladybugs. You must get behind them for a lethal attack.



Underground scorpions are difficult to defeat. Make them attack, then go up and over.

Publisher
Sega

Controller
3-Button

Players
One

NYR



Manifestations of the healing crystal can be found in many areas, emitting various energy forms that Kolibri can harness as weapons.



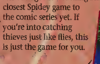
Hot Time In the City

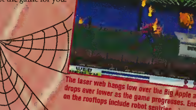
Web-crawler fans, rejoice: Spidey's next great adventure is heading for the 32X faster than you can tie up a fly and drain it dry! *Spider-Man: Web of Fire* is the latest, greatest adventure for this favorite Sega superhero. *Web of Fire* pits Spider-Man against the evil terrorist cabal HYDRA and the lethal laser web it has placed over the Big Apple. The object is to find the three Generator Spires that create the web and shut them down, in the process defeating the supervillains guarding them.

More Moves than Ever

Spider-Man has gained realism in his transition to 32X. Fifty new fighting moves supplement his standard punches, kicks, and webbing. Spidey can now attack and sling webs while standing, attached to the sides of buildings, and even upside-down. *Web of Fire* features more than 14 levels, ranging from the city rooftops to the power centers of the Generator Spires.

There is a time factor. As you battle your way to each Spire, the laser web is slowly descending on the city, crushing everything in its way. The Spires are guarded by Enforcers, supercharged mercenaries hired by HYDRA to stop Spider-Man cold. You can jump in for hand-to-hand battling, or fling a web from a distance and then close in for the kill. With more radical camera angles and the realistic—often outrageous—battling and webbing, *Spider-Man: Web of Fire* is the closest Spidey game to the comic series yet. If you're into catching thieves just like flies, this is just the game for you.





The laser web hangs low over the Big Apple and drops ever lower as the game progresses. Enemies on the rooftops include robot sentries.

THE DAILY BUGLE

Everyone knows that when Spider-Man isn't swinging around the rooftops nabbing creeps and criminals, he's taking pictures for the *Daily Bugle* under the guise of Peter Parker. As the leading rag of this fair metropolis, the *Daily Bugle* is where you first read about the deadly web of lasers and keep track of your progress through the game.

Daily Bugle
LAZER WEB APPEARS ABOVE MANHATTEN
City in chaos
Mayor orders evacuation

Daily Bugle
HYDRA HOLDS CITY HOSTAGE WITH WEB OF DESTRUCTION

Daily Bugle
SPIDEY SHORT-CIRCUITS THE EEL

Enforcers roam the city by the thousands, waiting to stop Spider-Man from toppling the Spires. It's rumored that the boxers in the background were scanned from the closet of one of Sega's top execs.

The underwater fort features giant hammers made to crush spiders.

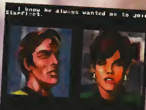


Spider-Man can now hang and punch upside-down. This is a major pummeling move.

Publisher Sega
Controller 3- or 6-Button
Players One
NYR

Making Rank In Star Fleet

Do you ever wonder how Captain Kirk and Captain Picard got their start in Star Fleet? *Star Trek Star Fleet Academy: Starship Bridge Simulator* for the Genesis 32X answers that burning question. Consider this a *Star Trek* captain's training course—the whole enchilada—crammed into a single 32X cart.



What's a nice cadet like you doing in a place like this? Trying to make captain, of course.

Starship Bridge Simulator offers a wealth of play options, from classroom training and starship battle simulators to actual command scenarios based on such *Star Trek* movies as *The Wrath of Khan* and *The Undiscovered Country* or various episodes from the long-running *Star Trek* TV series.

While training sequences cast you as a cadet—your choice of name and gender—you play as Captain Kirk in the scenarios. Training allows you to build your skills at command and combat, earning the respect of your peers. Then it's on to the missions, where your success translates into rank increases within Star Fleet.

The Training Simulator allows you to test your combat theories against all types of star cruisers.



Star Fleet Academy offers many avenues of training, which give you the ability to command the Bridge of a star cruiser under pressure.

Publisher
Interplay
Controller
3- or 6-Button
Players
One or Two
NYR


Dweezil is one of the toughest hover-tank competitors.


Zooot is slower but much better armored. Angle in close behind him and blast away.

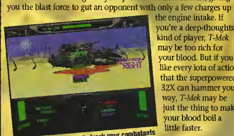
Saddle Your T-Mek and Ride

Every now and again you get the need for pure, unadulterated combat—the desire to trash someone's heavy-duty armored assault vehicle and ride away with a ton of points. *T-Mek* for the Genesis 32X from Interplay scratches that itch with the barrel of a proton laser attached to the chassis of a high-powered combat hover-tank. Based on a side-by-side coin op, *T-Mek* is professional, competitive armored combat at its best. You (or you and a second player in a two-player game) enter a series of battle arenas to determine who is the best at hover-tank blasting.

Hover-tank combat is fast and fun. You have a radar that shows color-coded blips of your combatants and of the resupply ships that hover in the battle arena. Your fellow fighters have imaginative names such as Dweezil and Zooot. They do their best to blast down your shields and deliver the telling blow before the timed round ends.

The resupply ships riding on blue power beams restore shields and fire up your special weapons.

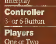
In addition to shield recharges, you can get weapon power-ups that increase the strength of your proton and laser blasters, giving you the blast force to gut an opponent with only a few charges up the engine intake. If you're a deep-thoughts kind of player, *T-Mek* may be too rich for your blood. But if you like every iota of action that the superpowered 32X can hammer your way, *T-Mek* may be just the thing to make your blood boil a little faster.



Watch the radar screen to track your combatants and the resupply ships. If your shields are low, replenish before you go on an attack.

T-MEK

Publisher
Interplay
Controller
3- or 6-Button
Players
One or Two





Time is running out for The Phantom...

And if you let the evil forces of Maximum, Inc. have their way, it's lights out for Metropia!

- BLAST AWAY YOUR ENEMIES WITH 14 WEAPONS AND 5 ITEMS.
- CONTROL TWO WEAPONS AT A TIME FOR OVER 100 WEAPON COMBINATIONS.
- DISCOVER TWENTY DIFFERENT ENDINGS.
- EXPLORE 60 FAST-PACED ACTION LEVELS.

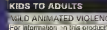
For more information on Phantom 2040 Video Games call 1-800-469-2539

ALSO AVAILABLE ON VIDEOCASSETTE WHEREVER VIDEOS ARE SOLD

KIDS TO ADULTS
K-A
AGES 6+









Fighting Smash Lands On Genesis 32X

Looking for an easy bet? We're betting you'll find that Sega's *Virtua Fighter* for the Genesis 32X is the best cartridge version of a Fighting game to date. It's packed solid with pure polygon action. You get all the characters and all the 700-plus moves of its arcade-smash precursor, along with all the stages and impressive voice effects. In short, this bodacious backbreaker rules on your Genesis 32X. If happiness is a quality Fighting game, this one borders on ecstasy.

So what's new? We're glad you asked. How about the chance to choose your camera angles? The 32X game packs four cameras: Original, High, Bird's Eye, and Sky Cam. New views? Change your display from Normal to Squeeze to make the fighters taller, thinner, and closer together. Smaller and larger rings? Yeah, baby. Fight in rings of five sizes, from 4 meters in diameter all the way up to 24. Do you get the great music? Darned right. You'll enjoy your favorite arcade tunes fully resequenced for the Genesis 32X. New modes? Yes sir or ma'am (pick one). In addition to Arcade, VS, and Ranking, try a Tournament mode that lets you and the schmuck of your choice take it up the line with a complete pool of fighters. Want your bruiser to make a fashion statement? You can now change clothing colors for all the fearsome fighters. Try Wolf in pink. He looks adorable. Really.

Virtua Fighter

Virtua Primer

Each of your fighters has a collection of similar basic moves. Before specializing with a particular character, learn the ropes to become a better all-around ringmaster.

Punches

Tap Button B to execute a straight standing punch. It exacts light damage, but it's effective against an enemy who's low on life or an opponent who's near the edge of the ring.

While crouched, hit Button B for a low punch. This works against oncoming high attacks, knocks most players out of punch-kick combos, and wails on opponents who are standing and defending.

Jump and hit Button B with Toward while ascending to do a Jumping Hammer. This can knock down a standing opponent.

Publisher
Sega
Controller
3-Button
Players
One or Two

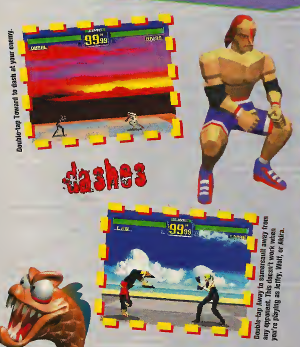
TEEN AGES 13+

tournament



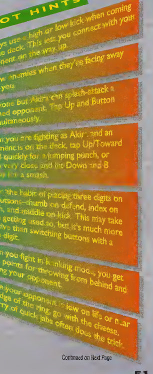
You get the joys of a full-fledged tournament as well as the chance to change your fighter's clothing colors.

dashes



Double-tap Toward to dash at your enemy.

Double-tap Away to somersault away from any opponent. This doesn't work when you're playing as Jeffry, Wolf, or Akira.



HOT HINTS

Always use a high or low kick when coming off the deck. This lets you connect with your opponent on the way up.

Throw enemies when they're facing away from you.

Everyone but Akira can splash-attack a downed opponent. Tap Up and Button B simultaneously.

When you are fighting as Akira and an opponent is on the deck, tap Up/Toward and B quickly for a jumping punch, or get in very close and hit Down and B quickly for a smash.

Get in the habit of placing three digits on the buttons—thumb on defend, index on punch, and middle on kick. This may take some getting used to, but it's much more effective than switching buttons with a single digit.

When you fight in Ranking mode, you get extra points for throwing from behind and juggling your opponent.

When your opponent is low on life or near the edge of the ring, go with the cheese. A flurry of quick jabs often does the trick.

Continued on Next Page

blocks

A Fighting Game with a Difference

As *Virtua Fighter* for the Genesis 32X arrives on the scene, it stands alone. Unlike any other cartridge-based Fighting title, this game totally focuses on strategy and realism. It has no blood, no guts, no fatality moves, no super-duper game-ending attacks, and no flat 2-D backgrounds. With eight 3-D fighters built entirely of polygons rather than uniform 2-D images, this game gives players far more fluid motion, genuine action, and authentic martial-arts techniques than all of the other beat-'em-ups combined. *Virtua Fighter* also gives gamers the strategic edge by allowing them more than one way to win. Yes, you can take the match by depleting your opponent's energy bar, but you can also become victor by clearing the enemy out of the ring. With more than 700 moves for the fighters, the game achieves heavy-weight status.

It's this kind of depth and strategic completeness that makes *Virtua Fighter* the heavy hitter it has been in the arcades and continues to be on the Sega Saturn and Genesis 32X. We can only hope that *Virtua Fighter* wanna-bes manage to include a few of the features that make the original so much fun.



Press Button A while standing to defend against standing and jumping attacks. This pushes you backward but usually prevents damage. Low attacks and some special attacks are the consistent exceptions. You cannot defend against attacks from behind.

Press Button A while crouching to defend against low attacks. This pushes you back but keeps you safe from most low and standing attacks. Most jump attacks, however, and all attacks from behind will hit you.

There are only two ways to defend against an opponent dashing in from behind for a throw. Tap kick or punch as they get close to perform a spin kick that knocks them down or a spin punch that knocks them back.

When you're on the deck, you can use two defensive kicks against an oncoming opponent. The first is a rising heel kick: Just kick while on the deck. For the second, press Down while tapping kick for a rising sweep.



A downed opponent takes a splash (also known as a pounce and a stomp) when you are close in and you jump and punch simultaneously. Note: Akira is the one character who can't splash.



Do a short-duration jump and tap Button C when you reach your enemy's middle for a midheight hop kick.

Do a longer-duration jump and tap Button C as you reach head height for a hopping face kick.

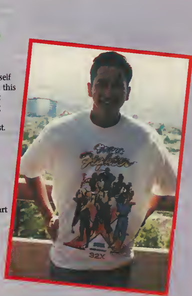
Virtua Fighter Genesis 32X Training Pack

gives you all you need to become a VF champion AND a chance to save up to 40 smackers (you slackers).

Now you can get your hands on everything you could possibly need to prepare yourself for the arrival of *Virtua Fighter* for the Genesis 32X. Sensibly called the Training Pack, this box of goodies is just the ticket for the Virtua Fighter in training. Even better, it's out there at your local retailer in advance of the cart so that you'll be ready when the big day comes. Priced at an exceedingly reasonable $9.99, the Training Pack puts quite a pile of righteous (some might even say hecka) stuff right where it belongs: in your fist.

Here's the goods:

- A 100 percent cotton T-shirt that any Virtua Fighter would be proud to wear.
- A *Virtua Fighter* training video that gives you all the moves that'll make you a winner. (We're talking about in the game. You'll have to figure out your own method for reaching winner status in life.)
- A coupon that gives the price-conscious gamer a choice of $20 off any game cart you choose or, even better, $40 off a brand-new, stoked, twin-32-bit RISC-processor-powered Genesis 32X.
- The chance to walk away with the grand prize in the sweepstakes to end all sweepstakes: Two lucky human beings will end up owning a brand-new, big, beautiful, *Virtua Fighter* arcade unit. This alone makes everything else pale in comparison. When you have a *Virtua Fighter* arcade unit, you have it all. Just imagine.



Wimpy Gamers Need Not Apply

Action/Adventure Busts Loose on 32X

BLACKTHORNE

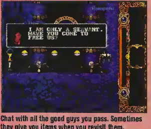
Excuse us, please. We must apologize in advance for our language—there's just no other way to state it. Ready? Here goes. *Blackthorne* kicks ass. Whew. There. It's said. It had to be done and we were just the folks to do it. If you've got a problem with this, blame Sega. It's that company's fault for programming the incredible Genesis 32X version of this best-selling game. The truth is, we seriously doubt that many of you are going to complain that this game is just too good. We expect you'll bear it in silence. Well, *silence* may not be the right word in this case, because that's the last thing that's going to be happening in your living room when you get your hands on this one. Got it? Good.

At this point, your honor, we throw ourselves on the mercy of the court. If the preceding paragraph seemed over-the-top, it was for good reason. Here are the facts. Previous versions of this game were smash hits on both the PC and that poky 16-bit system from Nintendon't. Even those versions were a big step forward in the vein of *Flashback* and *Prince of Persia*. Those that have played the earlier renditions certainly haven't played 'em like this.

For starters, you get a whole new multilevel region to shoot and puzzle your way through. With the addition of the Snow World, *Blackthorne* now has a total of 21 huge levels. Sega has made all the characters—including Kyle Blackthorne, his friends, and enemies—much less cartoony by fully rendering them as three-dimensional sprites. Their realistic movements and actions are as impressive looking as they are technically spectacular. The programmers have made major graphical revisions to each of the levels (up to the capabilities of the Genesis 32X), from the backgrounds to the objects along Kyle's path. The Tree World now looks like a vast old-growth forest. This version features an astounding 32,000-color palette. The music and sound effects make fine use of the Genesis 32X's outstanding sound capabilities. You'll marvel at the enemy's laughter when you take a hit and at the click-click of a shell slotting into your shotgun's chamber. Did we mention gore? You now spray the walls with gray matter and vital fluids when you get close enough for a head shot. Joy.

The game play itself is peerless. You'll come darned close to losing your mind while searching out the items that get you through each of the mazes. Look for levitation units to get you to higher regions, bridge keys to create energy crossings, hover bombs to open locked entryways, better blunderbusses, guided explosives called wasps to take out power plants, and liquid energy potion from the seer. Scout out tons of hidden areas, switches, and keys while you blast, run, and leap through each deadly region. You'll rely heavily on the password save—Kyle gives up the ghost regularly. *Blackthorne*'s a keeper. It's a serious kick in the pants.

The Castle Levels



Chat with all the good guys you pass. Sometimes they give you items when you revisit them.

Timing is key. Avoid the shots, and blast the purple guy when the force field is off.

Publisher
Sega
Controller
3- or 6-Button
Players
One

NYR

The Mine Levels



Sometimes these metal plates open a path. Other times they activate a weapon that takes a fair number of hits to stop.

Kyle shoots backward when his gun is drawn and you hit Button C.

The Tree Levels



Either fire-bomb these carnivorous plants or take your hits from one of them and blast the rest with your shootin' iron.





You can wait to see if your compatriots take out enemies before taking them on yourself.

The Sand Levels



Only a very foolish and trusting hero believes in the structural integrity of bridges.

Venture past these glass pillars, and they become rock monsters.

HOT HINTS

- ✔ It's worth risking life and limb to drop into crevasses to search for items.
- ✔ Check the walls for openings. You'll find only a few of them, but they're worth the search.
- ✔ Don't bother to be miserly with the items in your inventory. You can't take them with you to the next level.
- ✔ Search behind waterfalls for doorways.
- ✔ To take out the purple enemies, crouch and roll into their vicinity, shoot a couple of times, then roll back out and do it again.
- ✔ Use your friends as shields
- ✔ It's not nice to kill your pals, but there's no penalty. Be aware that some of them shoot back.

NEW WORLD! The Snow Levels

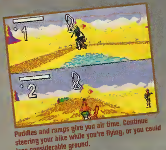


Didn't your mommy teach you? It's not nice to kill your friends.



Find this hidden area to catch up with some seriously lost Vikings and collect some goods.





Puddles and ramps give you air time. Continue steering your bike while you're flying, or you could lose considerable ground.

Stone Age bikes tear onto the most sophisticated cartridge tech-nology around in U.S. Gold's *BC Racers* for Genesis 32X. The ve-hicles, courses, and contestants are downright primitive, but the 32X's horsepower and 32,000-color palette make for a highly evolved game. With large sprites, respectable speed, crisp split-screen graphics even in two-player mode, and comical animations, this game surpasses its Sega CD ancestor. Throw in an Elvis look-alike, loincloth-clad onlookers, sidecar passengers who attack competitors, and a primitive muscleman or two, and you get a truly nutsoid cr... between *Road Rash* and the Flintstones.

Reinventing the Wheel

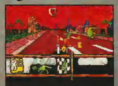
You choose from six pairs of Neanderthal bikers, each with differ... skill ratings and attack moves, like lethal hand-jives and ear-splitti... yells. The 32 courses range from a prehistoric suburbia, complete wi... single-family caves and idiot neighbors just waiting to get run over, to a bone-shaped graveyard course littered with coffins and tomb-stones. The bikes are pretty easy to steer, but in the harder mode...

Prehistoric Harleys

your opponents become more brutal, the tracks take on more twists and turns, and obstacles like manhole cove... and clods of dirt crop up. Race the CPU or, for maximum fun, take on the bonehead of your choice. Satisfy a primal urge by braining a live opponent's racer with a king-size bone. You'll even get extra points. We only wish the game included weapon power-ups in the *Road Rash* vein.

In an uncivilized setting like this, you can play fast and loose with the rules. Cut corners and ignore the borders of the track. Plow into an off-road pond to propel your bi... into the air. Beat your opponents to a nitro power-up and leave 'em in the dust. You can finish anywhere but last to advance to the next heat.

As you may have gathered, *BC Racers* is not a serious race cart. But if you crave wacko characters, oddball sight gags, and addictive two-player ac-tion, take this lo... cart out for a spin.



Bolster your standing by swinging at the other contenders.



The winner takes an aerial-view victory lap. The loser goes up in smoke.



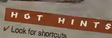
Publisher
U.S. Gold
Controller
3-Button
Players
One or Two



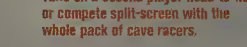
On the night course, you rely on your primeval bike lights for visibility.



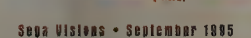
Cut the corners. Penalties haven't been invented yet.



- Look for shortcuts.
- Jimi and Bob are strong on every-thing but attacks.
- For maximum speed, choose Granite and Tina.
- Drive into the dino drumsticks at the starting line to counteract damage to your bike.
- To assess each team's strengths, press Button A at the Player Select screen.
- Save a nitro boost for a big finish.



Take on a second player head-to-head or compete split-screen with the whole pack of cave racers.



Choose from six prehistoric pairs.

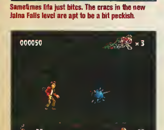
HARRY JR. SWINGS ONTO GENESIS 32X

32X VERSION DELIVERS MORE LEVELS, INCREDIBLE COLORS, AND BETTER SOUND

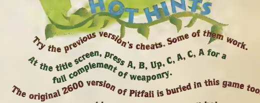
Thirteen years after its first incarnation, *Pitfall* is still breaking records and keeping gamers swinging. The newest title in this hit series jumps onto the Genesis 32X from Activision. *Pitfall: The Mayan Adventure* offers three more worlds than any previous cartridge version, gives Action/Adventurers a much more realistic 256 colors, and features the sounds of South American jungles in terrific stereo. Pitfall Harry Jr. is climbing, leaping, and boomeranging his way through a jungle adventure to be reckoned with.

Not to say that the Genesis version of this game wasn't fantastic. It was, but the difference between a single 16-bit processor and the 32X's speed-demon twin 32-bit RISC hummers is enormous. The added detail is amazing. Where Harry Jr.'s face was previously a blur, you now see nearly every facial nuance. The backgrounds leap off the screen. Kroyer Films' classically rendered animations look even closer to an old-time hand-drawn Saturday-morning cartoon. Add the additional levels (for a total of 13), and *Pitfall: The Mayan Adventure* for the Genesis 32X is better, bigger, and beautiful, buster.

Publisher
Activision
Controller
3- or 6-Button
Players
One



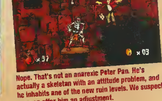
Sometimes life just bites. The crocs in the new Jaina Falls level are apt to be a bit peckish.



A static screen doesn't do justice to the spiky ball in the foreground. It scales in and out as it rotates.



Tarzan's got nothing on Harry Jr.

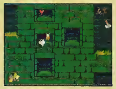


Nope. That's not an anorexic Peter Pan. He's actually a skeleton with an attitude problem, and he inhabits one of the new ruin levels. We suspect you can offer him an adjustment.

A Pencil And His Scribblings



Clomp dem bones from above.







Lowman is the only man on the totem pole when you start.



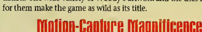
Erase your way into hidden areas.

Pundits say that pencil and paper are going the way of horse-drawn buggies and mainframe computers. Those pundits haven't played *Wild Woody*, a multimedia marvel from Sega for your Sega CD. The game's use of multiple animation techniques makes for character movement so smooth and so realistic, you'll forget that the hero is a pencil. Throw in crisp (and extremely weird) digitized speech and some truly innovative game play, and *Wild Woody* will have you sketching your way out of scrapes, traps, and puzzles for hours on end.

The plot revolves around a disassembled totem pole that looks to a smart-aleck pencil to put it back together again. (Hey, we don't make this stuff up.) That pencil's name is...ahem...Woody. (Really, we don't.) At the totem pole's behest, Woody ventures through five multilevel worlds, using his scribbling talents and unique anatomy to foil pirates, Greco-Roman nasties, and malevolent monks, among other foes. Woody's squishy but powerful eraser derriere expunges enemies and busts down barriers. When he's really desperate, Woody opens his sketchbook and summons one of his drawings to make short work of a sticky situation. The wide variety of Woody's artwork and the uses he finds for them make the game as wild as its title.

HOT HINTS

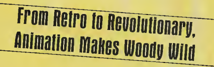
- ✓Don't blaze through the earlier levels. Take the time to find all the sketch-book items.
- ✓Mushrooms hurt you without even attacking.
- ✓Use the bow-and-arrow sketch to fling yourself across chasms.
- ✓Collect puzzle pieces to get to the bonus round.



Motion-Capture Magnificence

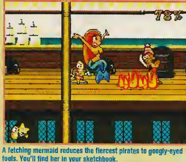
A game that stars a pencil and his drawings puts new emphasis on graphics and animation. So it's appropriate that the motion-capture animation in the introductions and cut-scenes is so extraordinary. With this technology, a computer records the movements of a human stand-in, then translates the results into the character's actions

From Retro to Revolutionary, Animation Makes Woody Wild





The slime in the treasure caves can throw you off balance, but it can also give you a boost with a well-timed leap.



A fetching mermaid reduces the fiercest pirates to googly-eyed fools. You'll find her in your sketchbook.





Summon your sketchbook when you're in a tough situation.

Publisher
Sega
Controller
3-Button
Players
One

for an extremely close simulation. Motion capture is usually used for animating human characters, like athletes, but when it brings a wacko creation like Woody to life, the result is a fantasy protagonist with unnervingly lifelike movement.

Animators Flip over Woody

For the game itself, the animators relied on the old Walt Disney Studio's technique of drawing on specially punched paper and flipping through the drawings to create fluid animations. First the artists drew the key frames—the most-extensive movements the character would make. Then they drew the in-between frames, all the while flipping back and forth through the pages until the character moved smoothly. The drawings were then inked and scanned into a computer, where they were colored and cleaned up. Thanks to this tried-and-true animation technique, you'll find that the characters in *Wild Woody* move like those in your favorite cartoons.

When the graphics are this good and the game play is this strangely compelling, the result is a truly addictive game. Any fans of drawing and animation should pencil in *Wild Woody* on their lists of cool games to check out.





Rub out your enemies with your soft, lethal pink eraser butt.



MYSTY MOUNTAIN BREAKDOWN

MYST HITS THE SEGA CD

Say *Myst,* and most gamers immediately think of the distinctive logo and clever puzzle solving of this popular graphical adventure. *Myst,* an international best-seller on the PC CD, is now coming to the most popular video game systems: the Sega CD and Sega Saturn. Count on the same mind-bending puzzles and the same grand quests and adventures as you travel through time trying to discover the secrets of Myst Island.

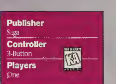
PARADISE LOST

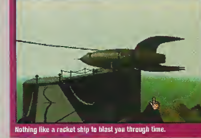
The focal point of the game is Myst Island, the creation of an inventor named Atrus. He once specialized in making otherworldly books that transported people to different Ages of the island via moving pictures. It is such a book that has brought you there. Poke around, and you quickly discover that the books in the library have been burned, trapping Atrus and his sons, Sirrus and Achenar, in different Ages.

Only a few books remain intact. They are filled with fascinating—and clue-laden—details of Atrus's adventures in the Ages. One son each is trapped in the Blue and the Red book. Each asks you to find pages and put them in their respective books. This is the beginning of your adventure.

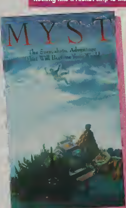
Wandering around Myst Island, you discover buildings with many different purposes. Many appear in various stages of transition throughout the Ages. The key to traveling the Ages is the mysterious spaceship on the pad outside the library.

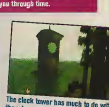
With all the hoopla about supercomputers and gaming, *Myst* is a wake-up call to gamers who think that there are no new good games for the Sega CD. This is but the first of a new generation. You owe it to yourself to take *Myst* for a spin.





Nothing like a rocket ship to blast you through time.





The clock tower has much to do with the when and where of Myst Island.

Myst on Sega CD is a full port of the best-selling PC CD.





In the library, place the Red and Blue pages in the appropriate books to hear Sirrus and Achenar.

ACCLAIM SHIPS MYST ON SEGA SATURN

In the May issue of *Sega Visions*, we reported that *Myst* was coming to the Sega Saturn as well. Since then, Acclaim has picked up this hot title, which will be shipping shortly. *Myst* on Sega Saturn is as close to the real thing as you can get without shelling out $2,500 for a high-speed multimedia computer.

The graphics and sound are first-rate. Shifting the interface from mouse to control pad gives the game a new, comfortable feel. If anyone has been holding out on a Sega Saturn purchase, *Myst* will prove just how good this new gaming platform really is.

HOT HINTS

- ✔ Once you've read the note to Catherine, bring up the island display on the Imager and count the switches. Then enter the number to get the full secret message.
- ✔ Each Age contains one Red and one Blue page. You must bring each back, but you can carry only one at a time.
- ✔ The sons become easier to understand as you find pages for their books.
- ✔ If you find yourself not trusting the sons, there's most likely a good reason.


DESERT DEMOLITION
Starring Road Runner and Wile E. Coyote
ACME TNT
GENESIS
Beep! Beep! Cartoon-like graphics and loads of zany sound effects put you right in the wacky Acme action!
Cut to the chase! Play as Wile E. Coyote to get your paws on Road Runner or turn the tables and play as Road Runner for a completely different game! It's two games in one!
Railroad 'em! Ride the rails in your Rocket Skates and catch-up with Road Runner to rake in a jackpot of Acme Saving Stamps!
LOONEY TUNES
SEGA™



Wired for Adventure

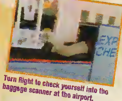
Epic Action/Reaction Flick

The FBI agents can measure the level of your adrenaline, your respiratory functions, and even hormonal surges before you so much as make a move.

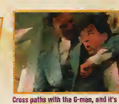
Interactive movies haven't exactly taken theater audiences by storm. The interactivity and plot are usually minimal. Sega's *Wirehead* for Sega CD radically brightens the picture for home gamers. You direct this live-action Adventure from start to finish, puzzling Wirehead's way out of Old West brawls, jet-ski chases, and other outrageous scenarios. The choices you make determine whether you survive or get shut down by grim-looking G-men. Shortcuts, red herrings, and alternate routes all figure into the game. Your decisions require brainwork and a good measure of luck.



A raft can double as a parachute in a pinch.



Turn Right to check yourself into the baggage scanner at the airport.



Cross paths with the G-men, and it's all over.



Choose Up to fly from your skateboard into the jeep with your new friend.

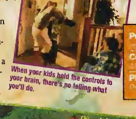
Computers on the Brain

So why's the hero called Wirehead? A freak accident has left Ned Hubbard, mild-mannered father and ordinary working guy, with a wireless controller implanted in his brain. The FBI's after him, and it's up to you to seize the controls and extricate him from scrape after scrape. Car explosions, submachine-gun shootouts, and confrontations with wild grizzlies are all part of the narrative. Choose his path wisely, and Wirehead escapes to face another puzzling predicament. Should he raft down a waterfall, jump right for shore, or dive down into the rapids? Pick the wrong direction, and he goes offline. Take too long deciding, and your screen fades to static.

The game play far exceeds that of any Action/Reaction title to date. Instead of simply featuring the traditional three wrong directions and one correct path, some decision points lead to a variety of story lines and misadventures depending on your choice. Shortcuts reward crafty gamers. And the occasional roadhouse fisticuffs require kicking and punching as well as searching out (relatively) safe routes.

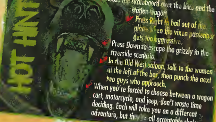
Wirehead contains nearly an hour and a half of live-action video. The game also boasts some of the fastest interaction in cinematic video games. Playing it is like directing and starring in your own movie. If you've always wanted to mastermind a thriller flick, you owe it to yourself to check out *Wirehead.*

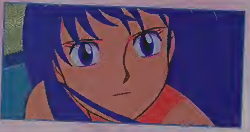
This siren approaches you on the plane. Join her in the bathroom, and you're finished.



When your kids hold the controls to your brain, there's no telling what you'll do.







When Feeling Blue Ain't Bad

Lunar: Eternal Blue Rocks the Sega CD


Hiro and Ruby are both linked to Lunar's survival.

Feeling blue because it's been a while since you played a good RPG on your Sega CD? Working Designs has a cure for you in *Lunar: Eternal Blue*, the sequel to last year's award-winning *Lunar: The Silver Star*. *Eternal Blue* reaches 1,000 years forward into the world of Lunar and carries you on a series of epic adventures to rescue the goddess Althena from the evil Zophar. The disc features all the game play and AI features that made the first game a hit, along with 50 minutes of animated illustration, new monsters, and more than one and a half hours of recorded dialogue.

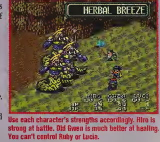
Publisher
Working Designs
Controller
3- or 6-Button
Players
One

Fun by Design


The Blue Spire is one of many towers and dungeons you must explore to beat the game.

Few game developers have mastered the RPG on Sega CD as well as Working Designs. This small Redding, California, game company has earned a heavy rep for finding top-rate Japanese RPGs and redesigning them for American gamers. In-house facilities include a complete voice and Foley recording studio and a music studio with full MIDI output. The designers can even juggle the source code and add material that didn't make it into the Japanese version. Often, the finished product bears as much resemblance to the original game as an F-16 does to a glider.

Eternal Blue has the hallmarks of the series. The heroes are an adventurous, boomerang-toting lad (named Hiro, of course) and Ruby, a flying, catlike, smart-aleck pet that is actually a baby dragon. A young girl named Lucia has emerged from the crystal within the Blue Spire. The goddess Althena is nowhere to be found. The evil force that first appeared in *The Silver Star* is racing you to find her. You must unite Lucia and Althena, and battle your way through the many quests that make up the adventure. There are towns, villages, towers, and dungeons to explore. Along the way you learn powerful spells, acquire mystical weapons and armor, and make many friends who join and sometimes abandon your party. You can save your progress on a CD Backup RAM Cart.



Use each character's strengths accordingly. Hiro is strong at battle. Old Gwen is much better at healing. You can't control Ruby or Lucia.


Lucia is much more than she appears to be. Her initial magic allows you to whup big monsters easily. Use it to build experience while you can. She loses it soon after joining your party.

While the anime, voice, music, and interface are well above standard, we have to mention the squashy, three-quarter-view characters you control in between animations. It's hard to reconcile the beautiful anime Lucia with the character who, once the cartoon has ended, looks like a heavy-G dwarf riding a pogo stick. We realize that small sprites are the standard for this game genre but hope that Working Designs will take a step ahead and create full-sized sprites—or at least sprites scaled for proportion—as the company develops for the Sega Saturn.

In all, *Lunar: Eternal Blue* is a perfect choice for a Sega CD RPG. It will provide enough adventuring and quality gaming to get you into the holiday season, when the Christmas crop of new games will be the talk of the town.

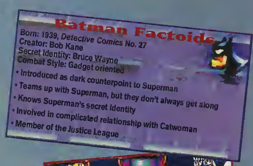


Lucia will implore you to help her find the goddess Althena. But others in the goddess's employ, like Duke Leo, think Lucia is the fabled Destroyer. So to help the goddess, you must oppose those who support her. We didn't say it would be easy.

LUNAR ETERNAL BLUE







Batman Factoids

Born: 1939, *Detective Comics* No. 27
Creator: Bob Kane
Secret Identity: Bruce Wayne
Combat Style: Gadget oriented

- Introduced as dark counterpoint to Superman
- Teams up with Superman, but they don't always get along
- Knows Superman's secret identity
- Involved in complicated relationship with Catwoman
- Member of the Justice League

Surprise!



Put Mr. Freeze in his place. The loony bin would be appropriate.

Toast the mad scientists before they lob their flasks at you.

Dazzling Comic-Book Graphics and Action

Michael Keaton made a pretty good Batman. Val Kilmer has a substantial cool quotient. But for immersive action that really looks and feels like the classic animated TV series, Sega's *The Adventures of Batman & Robin* for Genesis has no peer. Artists from the award-winning animated show drew the graphics for the game. And Sega's pioneering Clockwork Turtle team created gyrographic scaling and rotation previously considered an impossibility for a 16-bit system. Throw in a partner in crime fighting and a roster of lunatic villains headed up by Mr. Freeze, and you've got an action-fest that's both gloriously true to its DC Comics origins and so technologically impressive that you'll feel the chill descend on Gotham City.

Two Capes Are Better than One

For the first time in video game history, the Caped Crusader is joined by his sidekick, Robin. Both superheroes nurse deep psychological wounds, each having seen his parents murdered by ambition-mad thugs. So both are equally hell-bent on wiping out Mr. Freeze and his megalomaniacal crew. You can play as either character in a one-player game—each half of the Dynamic Duo is equally strong—or team up for some collaborative two-player crime blasting. When the two of you battle together, you cover more ground.

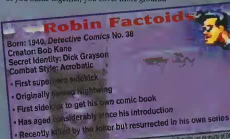
Two Face's Double Perspective



It's a long, long way down.



Jump constantly to foil Two-Face's loading-dock thugs.

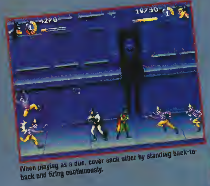


Robin Factoids

Born: 1940, *Detective Comics* No. 38
Creator: Bob Kane
Secret Identity: Dick Grayson
Combat Style: Acrobatic

- First superhero sidekick
- Originally named Nightwing
- First sidekick to get his own comic book
- Has aged considerably since his introduction
- Recently killed by the Joker but resurrected in his own series

Freezes Out Lethal Lunatic



When playing as a duo, cover each other by standing back-to-back and firing continuously.

But don't get reckless. If Mr. Freeze and company knock one of you out before the other, the survivor must press onward alone.

The Big Chill

Comic-book fanatics will relish the challenge to battle Mr. Freeze and his notorious henchmen, the Joker, Two-Face, and the Mad Hatter. Freeze has sprung his demented cronies from the embarrassingly insecure Arkham Asylum; together they're plotting to submerge Gotham City in ice. But before you can even think about disabling Mr. Freeze's giant ice cannon, you must incinerate the Joker's grinning helicopters at a gem expo (the clown prince is after another kind of ice), down Two-Face's squadron in an aerial shootout, and spoil the Mad Hatter's tea party by blowing away his mechanized bunnies during a head-on force-scrolling roller-coaster ride. And that ain't the half of it. *Batman & Robin* features every kind of game-play action you can imagine, from breakneck train-top chases and underwater warfare to weapon tossing and good old hand-to-hand combat. Batarangs, jet packs, and airborne batgliders among the tools of the trade. To beat this game, you can't have any weaknesses.

Hat vs. Bat



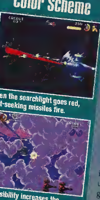


The Mad Hatter pulls some crazy rabbits out of that hat.



This fast-paced force-scrolling sequence makes you change directions at the drop of a hat to avoid the leering roadblocks.

A Lethal Color Scheme



When the searchlight goes red, heat-seeking missiles fire.

Poor visibility increases the challenge.

The Mad Hatter's wonderland is wackier than anything Alice ever saw.

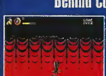
Graphics Groundbreaker

Sophisticated graphics technologies play a large part in *Batman & Robin*'s immersive game play. With 3-D enemies, backgrounds, power-ups, and gunfire, the animated world comes to life from every perspective. Demonic deep-sea divers seamlessly rotate 180 degrees—facing left, turning toward you, then turning right—to adjust their line of fire. Searchlights scale and rotate as hostile spacecraft whirl, approach, and retreat. Bat coin power-ups rotate in three dimensions, cycling



These psychedelic searchlights scale and rotate like nothing you've seen on your Genesis before.

Behind Curtain No. 1



This boss could mean curtains for the Caped Crusader.

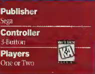


The Cheshire cat's grin is the least of your worries. Jump-kick its nose and leap clear of its furiously swatting paws.

Publisher
Sega

Controller
3-Button

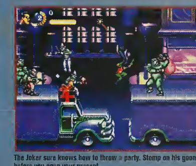
Players
One or Two



Continued on Next Page

HOT HINTS

- ✔ The red bat coins split your stream of fire, so you can shoot high and low at the same time.
- ✔ Keep moving when fighting Harlequin. The game's AI forces you to vary your line of attack.
- ✔ Not every container holds a power-up.
- ✔ Concentrate on blowing up the Joker's gift boxes rather than the enemies that snake out of them.
- ✔ Go for the deep-sea divers' heads.
- ✔ One well-timed, full-power batarang attack is more effective than a steady stream of low-power attacks.
- ✔ In two-player mode, don't take unnecessary risks in boss rounds. Once a character is gone from the level, he can't return until the next one.



The Joker sure knows how to throw a party. Stomp on his goons before you open your present.

through colors that enhance your weaponry in different ways. Backgrounds oscillate around and beneath you. You get force-scrolling on the *x*-, *y*-, and *z*-axes—top to bottom, left to right, and front to back—at speeds that will leave you reeling.

"Many said a game this stunning couldn't be done on a 16-bit cartridge," says Sega's Chris Garske. "But we pushed the technology envelope with our video animation to create a game with three rotating playing fields that offers nonstop action and dazzling graphics."

Chill Out

All this technology puts a bleeding-edge spin on traditional superhero adventures. *Batman & Robin* will thoroughly surprise any gamers who think they've seen everything the Genesis can do. If you're a comics freak who also craves stunning FX, *Batman & Robin* is a must-play. And if you're just an action lover who's after tough, fast, and varied play, the game will slake your thirst too.

Bonehead Power-Up



Look for skulls in vases and boxes.



They bomb every enemy onscreen.

A Slew of Swingers

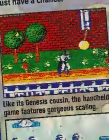


Blast the tail ends first—they have the greatest reach.

Finish off by blowing away the propeller-head. He's not a threat, but he may be hiding a power coin.

Mobile Superhero Action

Batman's got so many vehicles and modes of transportation, a portable game was a natural. In the Game Gear version of *The Adventures of Batman & Robin*, the Joker has kidnapped Robin. As Batman, you face down a pack of sickos before you can liberate your faithful sidekick. Collect an arsenal of bat gadgets, learn when to use them, and perfect your fighting moves, and you might just have a chance.



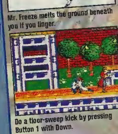
Like its Genesis cousin, the handheld game features gorgeous scaling.



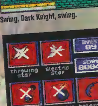
Mr. Freeze is just one of the notorious fiends in your way.

Mr. Freeze melts the ground beneath you if you linger.

Swing, Dark Knight, swing.



Do a floor-sweep kick by pressing Button 1 with Down.



Constantly replenish your arsenal.



Play Magneto. Only on SEGA!
MARVEL COMICS
X-MEN 2
CLONE WARS
Extreme style! The real Marvel® comic characters swing into action to stop an evil DNA disaster. But the Cloning Factory is no match for Cyclops' awesome optical powers-especially when he gives 'em the eye!
Magneto-mania! Only SEGA™ lets you live the adventure with the highest number of playable characters ever-including Magneto! Has this villain finally turned hero?
Draw your claws! Play as Wolverine-or any of seven different X-Men® and watch your mutant powers come alive! The only thing sharper than your adamantium claws is your pure animal instinct!
GAME GEAR
GENESIS
X-MEN 2
CLONE WARS
SEGA
NOW AVAILABLE! MARVEL COMICS® X-MEN®: GAMESMASTER'S LEGACY™ on SEGA™ GAME GEAR™

BREAKING THROUGH THE PAGE!

COMIX ZONE

You may think you know comic-book territory. You'll reconsider when you enter Sega's *Comix Zone* for Genesis, the first interactive comic book. This boundary-pushing game casts you as artist, trailblazer, and action superhero all in one. You're Sketch Turner, a New York artist who is pulled by the neck into his own strip by its chief villain, Mortus. He's turned the tables on you by taking your pen in hand, drawing one dire situation for you after another. To foil him and return to the outside world, you must puzzle and fight your way through scrapes and martial-arts battles that evoke classic comic-book scenarios but are far too outrageous for the printed page.

CLASSIC COMIC BLOODLINE

Sketch is as hip as they come. His genealogy is pure comic book. As developed by the Sega Technical Institute, creators of such groundbreaking character-based games as *Sonic & Knuckles* and *Kid Chameleon*, Sketch invokes the classic superheroes of the 1940s and 1950s. The contributing artists included Alex Nino, a Marvel Comics veteran, and Tony De Zuniga, formerly with Marvel and DC Comics, where he created the Western superhero Jonah Hex and drew icons like Batman, Spider-Man, and Conan the Barbarian. De Zuniga's gorgeous intro and closing sequences, as well as his Sketch Turner comic-book pack-in, have a classic look, with weird lighting, detailed musculature, and skewed, radical perspectives.

Despite this illustrious lineage, Sketch is not a refined guy. He's prone to smelling his sneakers and uttering the occasional profanity, comic book–style, of course. Musically, the game is all hard-driving grunge, with a guitar sound track by Howard Drossin unlike anything you've ever heard on a 16-bit system. See "Music Zone" on the next page for more on Drossin and a *Comix Zone* audio CD he's working on.

The game play unfolds panel by panel in the venerable tradition, with Sketch also busting his own way through frames, spike-riddled doors, and subterranean portholes. Every few frames, Sketch faces a choice of routes, each with different puzzles to solve and mutants to foil. (Talk about your replay value.) With action that quickly escalates from intriguing to fiendishly fast and perplexing, *Comix Zone* draws you into its eerie universe as surely as Mortus pulls in his creator. Comic-book collectors, gamers, and grungers alike will not want to miss this innovative title.



These gymnasts have an extremely aggressive tumbling routine. If you get caught between two of them, jump out of the way and let them wail on each other.

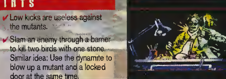
Publisher
Sega

Controller
3-Button

Players
One

HOT HINTS

- When you reach the bridge in the Mutant level, push the alien off, kill the bird on the left, then kill the bird over the chasm. Only then can you make the leap safely.
- To avoid getting hit by the flaming oilcan under the second trapdoor, kick it open, then push the crate down before you jump.
- Send your rat to trip switches you can't reach, like the one activating the fans.
- Low kicks are useless against the mutants.
- Slam an enemy through a barrier to kill two birds with one stone. Similar idea: Use the dynamite to blow up a mutant and a locked door at the same time.
- Never get between two enemies.
- Corner any enemies that wield a distance attack.



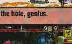
Comix Zone begins when the cold hand of Mortus drags you into the phantasmal world you've drawn.



A PASSEL OF PUZZLES



Cover the hole, genius.





It's always preferable to blow things up from a distance. Move the bomb over the opening to the next panel, then let 'er rip.



Dangle from the second plank to open the door. Where's that rat when you need him?



Line up the dials' arms with the blue bar to blast yourself into the next panel.

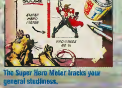


Close in on enemies while Mortus is still drawing them.

MUSIC ZONE

What kind of music would Sketch Turner listen to if he weren't so busy slamming it out with mutants? You'll get an idea from the grunged-out audio CD packed in with *Comix Zone*. It's a full-length album of 12 bass-heavy, slightly cynical tunes by groups like Danzig, Lords of Brooklyn, and Jesus and the Mary Chain. You can play the disc in your Sega CD, Sega Saturn, or other audio CD player (duh).

If it's the actual game music you're after, you have another option. *Comix Zone* maestro Howard Drossin's L.A.-based band, Roadkill, has put together a seven-song CD based on the guitar sound track, augmented with vocals and other instrumentals. (Roadkill, incidentally, is the name of Sketch's rodent sidekick in the game).



The Super Hero Meter tracks your general studliness.



Get your hits in with repeated jump-kicks when Kung-Fung's facing you.

Decisions, decisions. Because each route has different scenarios and power-ups, forks in the road make for great replay value.



Sketch has been known to scream the Sega scream when left unattended.



If you're severely stuck, sit tight and wait for a clue from your boss, General Alissa Cyan.

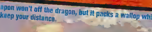


When you hear the Himalayan guy scream "Kanjo!" swing your legs up to avoid the fire burst from his spear.





Hang out on the steps and play backy-sack with these demon rodents.



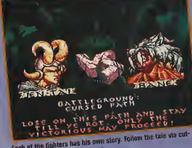
The fist weapon won't off the dragon, but it packs a wallop while letting you keep your distance.


SEGA
GENESIS
the adventures of
BATMAN & ROBIN
SEGA
Feel the heat of the Knight!
When *Mr. Freeze* puts *Gotham City* on ice, *Batman* and *Robin* answer the call. With a mix of sharp-shooting and intense action, it's like two games in one!
Go ballistic! Battle huge bosses including *The Joker, Mad Hatter, Two-Face* and the chilling *Mr Freeze* before *Gotham City* becomes Ice Cube Central!
Enter a new dimension! Awesome original animation lets you run a gauntlet of 3-D rotating and scaling sprites, then team up and double the intensity in 2-player mode!
Madness marches on!
Exploding rabbits, terrorist teacups and killer coffee pots mean *Mad Hatter's* cupboard is full–and you better watch your back before you get done in by another nasty knickknack!
the adventures of
BATMAN & ROBIN


SEGA
GAME GEAR
the adventures of
BATMAN & ROBIN
SEGA
Start chillin'!
Mr. Freeze wants Batman iced, but the Dark Knight has his own plans for turning up the heat in Gotham City!
Command the airwaves! Take on Tweedledee on the scaffolding of a television studio. Film at 11!
Deal a winning hand! Mad Hatter's goons try and stack the deck, but Batman's ready to cut the cards!
Now on Broadway!
Fly high above the skyscrapers of Gotham City to battle thugs at every turn!
the adventures of
BATMAN & ROBIN



Dueling Barbarians



Each of the fighters has his own story. Follow the tale via cut-scenes as the battle progresses.

Start with seven muscle-bound warriors. Add fierce implements of destruction, like a two-fisted sword and an ogre-size war hammer. Throw in graphics inspired by popular fantasy lore and the complexity of an in-depth Fighting game, and you get *WeaponLord*, one of the finest Fighters not to come from the arcade. Namco designed the game specifically for the 16-bit platform, so the speed, animation, and game play are optimized for your Genesis. If you're feeling barbaric, you're in luck.

The fighting engine is classic but sophisticated. Skill and practice are necessary to master the very deep controls, which incorporate complex button combinations and distance requirements. Veteran fighters will thrill at the lack of cheese.

In addition to a repertoire of personalized fighting moves, each WeaponLord has appropriately gruesome finishing moves, all of which take precise movements to perfect. Take on the CPU in Arcade or Story mode. In Versus mode, up to eight players battle head-to-head in tournament-style elimination play. Gamers with X-Band modems can even compete across the wires.

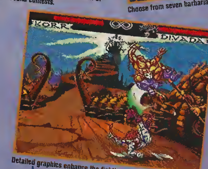
WeaponLord's other standout features include sharp visuals and abundant details. When weapons strike, sparks fly, steel clangs against steel, and warriors shriek battle cries and howl in defeat. The best part of all: Players can whack each other's hair off.



The matches are standard two-out-of-three-round contests.



Choose from seven barbarians.



Detailed graphics enhance the fighting action.

Hot Hints

- ✔ Sounds cheesy, but practice makes perfect. The controls are especially deep and precise.
- ✔ Zorn's Ancient Axe Throw is the most deadly projectile attack.
- ✔ To Thrust Block, hold down Button X or A with Toward.
- ✔ Chain some Frenzy moves together and use them repeatedly.
- ✔ Repeat special attacks over and over to do serious damage.



WeaponLord

Publisher
Namco

Controller
3- or 6-Button

Players
One or Two

TEEN T



Get a Grip!
The galaxy's newest superstar
is only on SEGA!
Ristar™
Have 'em seeing stars! Stretch your long elastic arms and head-butt space enemies before they star-dust you!
Swing out! You've got to save seven different planets, so there's no time to hang out! It don't mean a thing 'til you start to swing!
GAME GEAR
GENESIS
Ristar
Meet 'em and feed 'em! To save the planets you'll have to get past this guy–and the only way to his heart is through his stomach! Keep those pizzas coming!
Only on
Sega™ Genesis™
and Game Gear™!
Reach for the stars on Game Gear™! Ristar may be new at the superhero biz, but he's got attitude to spare–not to mention a universe to save!
SEGA

Legal Whuppin'

Judge Dredd Casts You as Judge, Jury, and Executioner

Judge Dredd is a fast-growing favorite among DC Comics fans.

With Judge Dredd the rage at movie theaters and comic-book shops, it's no surprise that the Genesis game is catching the public eye as well. Blockbuster Video recently featured it in the Video Game World Championships. And Acclaim made history by shipping the game two weeks before the movie hit the theaters, complete with an America Online disk for free time on the DC Comics On-Line board.

Instead of trying to revise an established game category, Acclaim has looked back to what makes Action games good. *Judge Dredd* on Genesis features strong characters, complex levels, rapid-fire action, lots of weapons, and plenty of power-ups. It's one of the better action games we've seen this season. Don't be surprised if it ranks in this year's various video game awards.

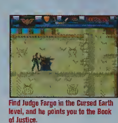
Judge Dredd first hit the scenes in 1977 in *2,000 A.D.* No. 2, a British underground comic. He was the law enforcement of the future in the dreary urban sprawl known as Mega-City One, where caffeine was an illegal drug and people existed in soulless, self-contained CityBlocks. The law was upheld not by police but by Judges: cops, judges, and juries rolled into one. They were unforgiving, authoritarian keepers of the peace. Justice was dispatched on the spot. And the punishment always fit the crime. Dredd gained a rep as the Judge who often stretched the system he had sworn to uphold. And he did it with style.

The futuristic cop with an attitude gained enough popularity to cross the pond in 1983 with a self-titled comic and can now be read in DC Comics as well as various novels. The Judge has even costarred in a tome or two with the original Dark Knight, Batman.

The Judge Dredd flick stars Sly Stallone. Over $70 million went into the making of this high-tech sci-fi adventurama. In this all-new episode, Dredd is framed for murder by his genetic twin, a twisted ex-Judge named Rico. On the way to prison, his transport is shot down in the radioactive hell between Mega-Cities known as the Cursed Earth. Dredd must escape, prove his innocence, and destroy Rico to protect the legal system he serves.

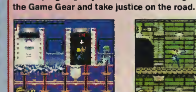

Sly's judgments usually include a fair amount of lead.

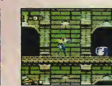
Shooting from a protected spot is the best way to arrest or waste Perps.

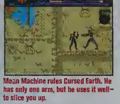

Find Judge Fargo in the Cursed Earth level, and he points you to the Book of Justice.

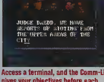
Dredd Rules on Game Gear

While your Game Gear might not be quite as powerful as a Lawgiver, you can call it your Fungiver when you play the portable version of *Judge Dredd.* The smaller but no less exciting version follows the movie story line. You must prove your innocence and stop Rico from taking over Mega-City One, in the process taking on Rico in an all-out Judge vs. Judge battle. This version of portable justice features a password level access and all the excitement of the full-screen version. Be not judged guilty of boredom. Get *Judge Dredd* for the Game Gear and take justice on the road.

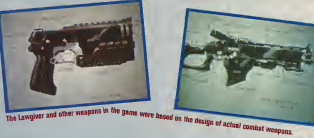





Mean Machine rules Cursed Earth. He has only one arm, but he uses it well—to slice you up.



Access a terminal, and the Comm-Link gives your objectives before each round and your status during rounds.




The Lawgiver and other weapons in the game were based on the design of actual combat weapons.



Perps are the scum of Mega-City One.

Judge Dredd the game follows the basic movie story line for the first five levels, then segues into the world of the comic series for six more. If you can defeat Rico and save Mega-City One, you go up against the Dark Judges, spirit entities who can take over both living humans and corpses. The Dark Judges believe that since all crime is committed by the living, the best way to contain crime is to wipe out life. They have a transporter that will allow free access from Dead World to Mega-City One. You've gotta shut 'em down.

As Judge Dredd you have the power to try, sentence, and if necessary execute the bad guys, known collectively as Perps. To accomplish this you can find a number of power-ups for your Lawgiver sidearm that give you the ability to passively restrain the Perps until you pass sentence, or to mow down everything in your way.

You receive your orders from the Council of Judges at the start of each level. You get primary and secondary objectives that you must accomplish before moving on. While you can blast any Perp that gets in your way, you get more points if you sentence and arrest. That said and done, it's much easier to shoot than sentence, and more fun.

Judge Dredd and his lethal Lawgiver cycle first made a comic-book splash in 1977.

While the levels seem very straightforward, a little searching reveals quite a few hidden areas with 1-ups and Lawgiver power-ups. Walls that seem solid have hollow spots or crumble after a shot or two, revealing rooms and passageways. Computer terminals give you the opportunity to check on the status of your missions.

The game is tough enough that most gamers won't be able to beat it in a single sitting. Acclaim was nice enough to include a password level access. If you continue playing, you carry your Lawgiver ammunition into the next level. If you die or restart a game, the password puts you at the start of the last level you played, but without the extra power-ups.

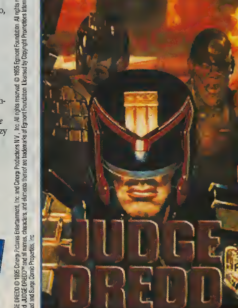
What we like most about *Judge Dredd* is what's not there. No glitzy production gimmicks. No faked video or meaningless intermissions. *Judge Dredd* is straightforward action that will satisfy the vigilante in everyone.

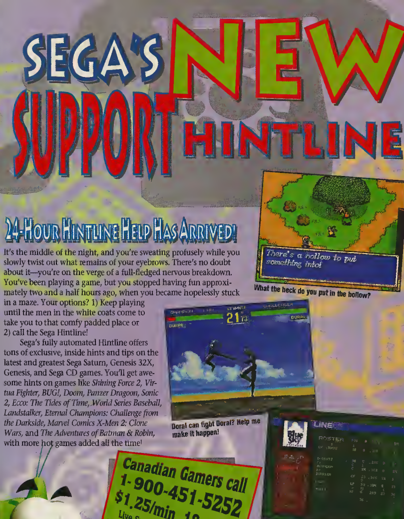
Sky Surfers rule the air over the City Towers. Blast them at an angle.

Pump a couple of rounds into a C1 crate to reveal all sorts of Justifier power-ups. In some places, you can push the crate and use it as a step.



Publisher
Acclaim
Controller
3- or 6-Button
Players
One





SEGA'S NEW SUPPORT HINTLINE

24-Hour Hintline Help Has Arrived!

It's the middle of the night, and you're sweating profusely while you slowly twist out what remains of your eyebrows. There's no doubt about it—you're on the verge of a full-fledged nervous breakdown. You've been playing a game, but you stopped having fun approximately two and a half hours ago, when you became hopelessly stuck in a maze. Your options? 1) Keep playing until the men in the white coats come to take you to that comfy padded place or 2) call the Sega Hintline!

Sega's fully automated Hintline offers tons of exclusive, inside hints and tips on the latest and greatest Sega Saturn, Genesis 32X, Genesis, and Sega CD games. You'll get awesome hints on games like *Shining Force 2, Virtua Fighter, BUG!, Doom, Panzer Dragoon, Sonic 2, Ecco: The Tides of Time, World Series Baseball, Landstalker, Eternal Champions: Challenge from the Darkside, Marvel Comics X-Men 2: Clone Wars,* and *The Adventures of Batman & Robin,* with more hot games added all the time!

What the heck do you put in the hollow?

Doral can fight Doral? Help me make it happen!

Will I ever be in a league with these guys, or am I just blue-sky dreaming?

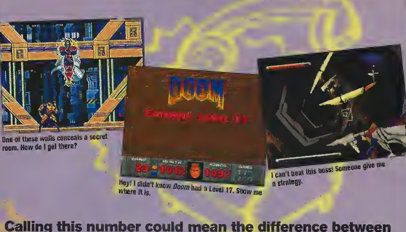
Canadian Gamers call 1-900-451-5252
$1.25/min, 18+, TTP
Live Support 8 am-6 pm PST
Sega of America Redwood City, CA

Or Talk to a Sega Sensei Live!

For only $1.05 per minute you can ask your most burning questions—about any game on any format—to a REAL LIVE, breathing, warm-to-the-touch game expert!

1-900-200-SEGA
85¢/min. or $1.05/min. (live)

18+ Touch-Tone Phone
Live Support 8 am–6 pm PST
Sega of America Redwood City, CA



One of these walls conceals a secret room. How do I get there?

Hey! I didn't know *Doom* had a Level 17. Show me where it is.

I can't beat this boss! Someone give me a strategy.

Calling this number could mean the difference between staying alive and being devoured by a Robotnik machine!

I died 30 times trying to get into the next bubble. What's the technique?

Maybe you can play against me. But can you play as me?

In *Sonic 2* you can become Super Sonic anytime, anywhere with the right code.

I know you need these special boots to walk the dangerous paths. But where do I find them?

How do I beat this crazed Hatter?

Helping mommy Orca find her kids is harder than it seems. Where are the little mammals hiding?

18+ Touch-Tone Phone
Live Support 8 am–6 pm PST
Sega of America Redwood City, CA

1-900-200-SEGA

85¢/min. or $1.05/min. (live)



ARRIBA, ARRIBA, ANDALE, ANDALE!

Cheese Cat-Astrophe Starring Speedy Gonzales

Mexico's Fastest Mouse Dashes onto Game Gear

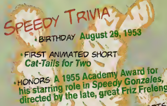

Your mouse hero can outrun anything. Even this crazy bird.


Collect the heart to refuel Speedy.


Look for a key to release Slowpoke in each level.

Senor Speedy blazes new trails in *Cheese Cat-Astrophe: Starring Speedy Gonzales* for the Game Gear from Sega. The protector of all downtrodden mice outwits—and definitely outruns—the opposition, including your favorite bad ol' puddy, Sylvester. Speedy gives one player intense Looney Tunes–based portable hijinx. Sombrero-flinging Action and high-speed merriment await. *Muy bueno, amigo!*

It's bad enough that Speedy's favorite senorita has been nabbed by Sylvester, but to make matters worse, his sidekick Slowpoke Rodriguez is missing as well. Dash through wonderfully cartoony Mexico, avoiding scorpions, collecting sombreros to toss, finding energy-restoring hearts, and looking for keys to release Slowpoke in each level. Everyone's beloved Looney Tunes music and sound effects round out your heroic experiences. Speedy Gonzales to go—what could be better?


Pretty but poisonous plants block your path.

Throw the dynamite back at that jet-pack-wearing cat, Thpeedy.


You can either toss sombreros at your enemies or just bop them.

Publisher
Sega
Gear-to-Gear?
No
Players
One


That darn cat has run off with Speedy's senorita. One thing's for sure: Speedy can catch anyone.

Speedy Trivia

- BIRTHDAY August 29, 1953
- FIRST ANIMATED SHORT *Cat-Tails for Two*
- HONORS A 1955 Academy Award for his starring role in Speedy Gonzales, directed by the late, great Friz Freleng
- NUMBER OF ANIMATED SHORTS 47
- SIDEKICK Slowpoke Rodriguez, the world's slowest mouse


MARVEL COMICS
X-MEN®
GAMESMASTER'S LEGACY™
ON SEGA™ GAME GEAR™!
The lethal labyrinth of The Pyramids holds a host of deadly surprises for Rogue - and hidden power-ups as well!
Gambit's staff allows him to fight at any distance. Play your cards carefully, especially with Fabian Cortez in town.
Use Bishop to dodge the deadly tornadoes of Sienna Blaze, and take the fight to her.
GAME GEAR
X-MEN
GAMESMASTER'S LEGACY
SEGA
COMING SOON! MARVEL COMICS' X-MEN® : CLONE WARS on SEGA GENESIS™



the world of DAYTONA™ USA
the world of PEBBLE BEACH® GOLF LINKS
HORNET
HIGH-
SEGA

the world of PANZER DRAGOON™

the world of VIRTUA FIGHTER™ is included with every Sega Saturn

the world of CLOCKWORK KNIGHT™

HEAD FOR SATURN

To really understand what life is like on Saturn, look inside your head. There, in the inner realm of rods and cones, of optic nerves and ear drums, is where the Sega Saturn experience breathes. Three 32-bit orchestrated processors, 16.7 million colors, lightning-quick texture mapping, connoisseur-class surround sound, and amazing first-person perspectives immerse you in worlds of entertainment you've never experienced. Sega Saturn is like nothing else on Earth.

For more information on Sega Saturn, please email segasaturn@segaoa.com or on the world-wide web at http://www.segaoa.com or on Compuserve at GO SEGA



GUNNING FOR GLORY

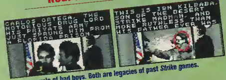
Jungle Strike Roars onto Game Gear

Combat freaks, mobilize for action. The cult hit *Jungle Strike* is screaming into Game Gear territory, piloted by T•HQ. Now your attack chopper can tear up the skies anywhere you may be. The fly-'n-gun action and spectacular graphics that earned the original game legions of fans have landed intact and with devastating impact. *Jungle Strike* is an action-packed, explosion-crammed port of the original.

Extremely Active Duty

The portable *Jungle Strike* puts you behind the controls of an attack helicopter and later a hovercraft (sadly, some of the original Genesis vehicles went AWOL in the translation). From a three-quarter overhead perspective, you pilot your craft through nine hazard-fraught campaigns. You buzz, bomb, and blast by day and shadow of night over land, sea, cities, deserts, and jungles (surprise). Missions range from a hostage rescue and various search-and-destroy quests to a timed bomb defusing that will rattle your nerves to dust.

Cool cinematics light up the screen before you take off, after you succeed, and when you go up in smoke, which you will do often. Surprisingly detailed graphics illuminate the exotic campaigns. The only real shortcoming is the somewhat flaky control. After its huge success on the big screen, *Jungle Strike* is poised to take the Game Gear by storm.



What a couple of bad boys. Both are legacies of past *Strike* games.

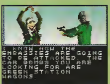




Human targets can do a lot of damage. They carry rocket launchers.

HOT HINTS

- ✔ Think twice about picking up missed fuel tanks a second time. Some tanks will damage your chopper if you try to snag them more than once.
- ✔ When you attack buildings, blast the guards and tanks first.
- ✔ Armor repair is a lifesaver. Search for it, memorize its location, and save it for when you need it.
- ✔ In some enemy compounds, you can lure hostile units into helping you destroy buildings.



Once you have rescued a few of the hostages, you can shake down an enemy guard for information about car bombs.



When you have blasted an enemy HQ, your copilot drops a ladder. Place it over the hostage to pick him up.

Ego is the best beginning copilot. His skills are well rounded.



If you're running low on fuel, there's only one place to go. Don't worry–Uncle Sam picks up the tab.

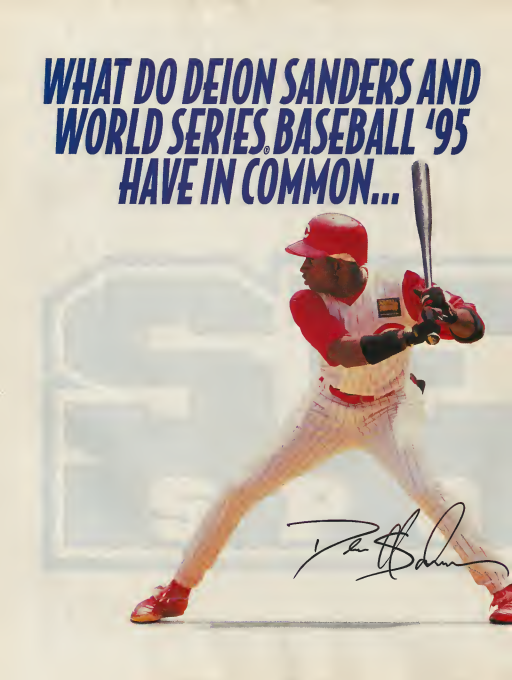




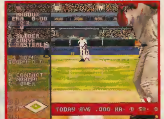
If they don't like the way you redecorated the Big House, blame it on Hillary.

Publisher
T•HQ
Gear-to-Gear?
No
Players
One

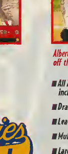



WHAT DO DEION SANDERS AND
WORLD SERIES® BASEBALL '95
HAVE IN COMMON...

THEY'RE BOTH IN A LEAGUE OF THEIR OWN.



The Reds' Deion Sanders steps up to face the Braves' Greg Maddux!

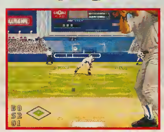


Albert Belle of the Indians rips a shot off the Orioles' Mike Mussina!

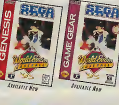


- All 28 Major League Teams & 700 Major League Players, including McGriff, Bagwell, Key, Canseco and Bonds!
- Draft & trade players.
- League, All-Star, Playoffs & World Series action!
- Multi-player leagues-several friends can all be in a league together.
- Large battery saves complete individual, team and league leaders statistics.
- All-Time Great Players, including Lou Gehrig, Dizzy Dean & Ty Cobb!
- "THE BEST JUST GOT BETTER...ALL THE STATS, ALL THE STADIUMS, INCREDIBLE ANIMATION...WORLD SERIES BASEBALL '95 HAS IT ALL." -Dave Winding, Game Fan Magazine!

World Series Baseball '95



Roberto Alomar faces Jack McDowell in all-star batting mode.













The New Standard in Cartridge Baseball

Awesome Graphics And Smoother Play

The power of the 32X enhances what is already considered the finest baseball game in America. In addition to all the great features that are in the Genesis cart of *World Series Baseball*, this far more colorful dual-processor version gives very accurate representations of the team logos, fully reproduces all 28 stadiums, and gives an intense new zoom that lets you view fly balls and diving catches up close. On the major-new-feature side, you can now see in full-fledged zoom your outfielder climbing the wall to rob an opposing batter of a round-tripper. Code crackers will find some very interesting hidden features, including a team of the game's developer, Blue Sky. From blazing digital sound to a huge 256K battery backup, this Sega Sports spectacular rips. Play ball!

Look for some very cool cartoon-style animations on the scoreboard.

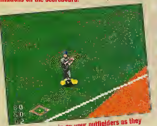
WARM-UP

Combine a spectacular in-the-batter's-box view with the Genesis 32X, and the only possible total is *World Series Baseball Starring Deion Sanders* from Sega Sports. With all 28 of the real major-league teams and all 700 of the real players–superstars like Sanders, Bonds, Belle, Bagwell, McGriff, and Puckett–this one's got the stuff that baseball action is made of. It's the only game on 32X licensed by Major League Baseball and the MLBPA, and no other cartridge game on the market has better-looking graphics. Period.

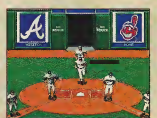
PUBLISHER: Sega Sports — CONTROLLER: 3- or 6-Button
PLAYERS: One or Two



Watch the ball in motion as it flies off the lumber. Note its direction before you run to first.



The game zooms in on your outfielders as they catch and field the ball.



You can even watch your boys hightail it outta the locker room.



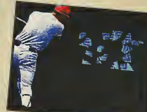
You've got the runner in a pickle.

HOT HINTS

- ✔ Send outfielders to climb the walls and snag those near home runs.
- ✔ Tighten up your roster by trading players. Dream teams are us.
- ✔ Learn to key the strategy setting to the situation. If you're looking for a double play, gamble and bring your outfielders in.
- ✔ Expecting a bunt? Shift your infield accordingly.
- ✔ Beginners ought to select autofielding and concentrate on the basics of batting, pitching, and basemen.



STARRING DEION SANDERS



The things the Sega logo goes through for the amusement of gamers.

EA Sports Returns to '94-Look Hockey

Sports Playbook

GENESIS

From Fighting to The Spin-O-Rama

The art of fisticuffs returns to *NHL '96* after a three-year hiatus. But fighting's not a major feature of the game—it's about as rare as it is during an actual NHL game. Don't like fighting? Turn it off. Looking for new moves? Try the Spin-O-Rama, which gives you the chance to put a major deke on the netminder and put the biscuit to use with a twine-bulge.

This new move and others like the Give and Go and One-Timer Pass (it lets you move the puck quickly in the zone), make the game more real than ever. Your teammates cover for players out of position. You get all the current stats and player ratings (thanks to Neil Smith of the Rangers), and everything from three skill levels to an elaborate on-ice presentation of Lord Stanley's Cup and all the post-season awards. Ignore all the fine new bells and whistles, and you get only the fastest, smoothest, smartest, best-sounding, and most true-to-life game in the NHL series. We're guessing that this ought to be enough for you.

WARM-UP

Retro ice-fests? Not really. But *NHL '96* from EA Sports for the Sega Genesis does take a step back from the art-style that was introduced in *NHL '95*. This return to the previous year's look signifies the profound impact that public opinion has on the most-popular hockey series of all time. Not that the '95 version wasn't popular–it was. Folks just seemed to appreciate the look and feel of the prior year more. It's no surprise that, in addition to the retro look, everything has changed, and changed strongly for the better. From much-faster play to incredible new animations, vastly improved team and goalie AI, and spectacular new sound effects, this one is right there where the puck meets the ice.

PUBLISHER: **EA Sports** CONTROLLER: **3-Button**
PLAYERS: **One to Four (with Team Player)**

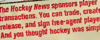
NYR

NHL'96

HOT HINTS

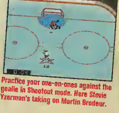
- ✔ Use the Spin-O-Rama to get out from under CPU-controlled hooking and holding.
- ✔ You can take a right-handed skater up the left wing, go via a diagonal route to net, fake a shot right, then shoot backhand for an effective and beautiful goal.
- ✔ Act like Wayne. Work from behind the net with a feed to an open skater for a one-timer.
- ✔ Skate around the back of the net and aim at the far post.
- ✔ If your fighter has an aggressiveness rating of at least 76, you can pull on your opponent's jersey to get him kneeling and cheap-shot him.
- ✔ On a power play, use one-time passes to set up one-time shots from winger to point and to the other point, then shoot. This is tough, but it can freeze the goalie in his tracks.
- ✔ Camp in front of the crease and use a one-time pass to deflect the puck past the goalie on a rebound.
- ✔ Exit the zone to clear your AI-controlled opposition and skate back in.



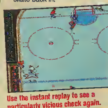


The Hockey News sponsors player transactions. You can trade, create, release, and sign free-agent players. And you thought hockey was simple.



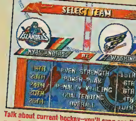


Practice your one-on-ones against the goalie in Shootout mode. Here Stevie Yzerman's taking on Martin Brodeur.

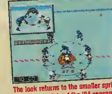


Use the instant replay to see a particularly vicious check again.

Pronger and Gratton drop the gloves and go for broke. Fighting has returned to *NHL '96* for better or worse.



Talk about current hockey—you'll even see the new Caps and Isles logos.



The look returns to the smaller sprites and cleaner style of the '94 season.



32X Wrestling That'll Scrape You Raw

Throw Your Weight Around

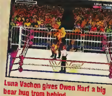
Every World Wrestling Federation wanna-be knows that style is as important as muscle. That's why the 1-2-3 Kid can Moonsault off the turnbuckles onto a fallen foe, Bam Bam Bigelow can Torpedo the opposition into the ropes, and the ever-flamboyant Doink can Field Goal Kick a stunned grappler over the ref's head. Style really comes into play when all 12 wrestlers enter the ring—you need every move in the book in a 6-on-6 Raw Endurance match or a 12-character Royal Rumble elimination bout. Knock the ref to the carpet, and you have even more moves at your disposal, from chokeholds (with weapons or bare-handed) to out-of-the-ring slams.

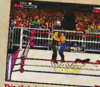
The 32X cart's new moves, wild weapons, and vastly enhanced graphics make it the World Wrestling Federation title of choice. If you've already got the Genesis game, the 32X version might be overkill. But if you want the most brutal, outrageous, show-stopping wrestling around, crack some cartilage with *WWF Raw* for 32X.

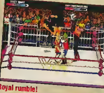
WARM-UP

You've gawked at the muscles. You've coveted the costumes. Now tear up the ring in *WWF Raw* for Genesis 32X from Acclaim. This brawl-fest packs in even more than the smash-hit Genesis cart: new moves, more contorting pins, humongous sprites, additional illegal objects to wield, and a mysterious hidden wrestler. Now you can beat up on the other guy with a first-aid kit. Power Slam your way out of a lockup. And gag even the biggest lugs with a lethal tag rope to the tune of groovy new theme music. Of course, the 12 beefy wrestlers from the Genesis version are back with all their signature moves. So gouge those eyes and wail on that gut. It ain't pretty. It's as raw as wrestling gets.

PUBLISHER: **Acclaim**	CONTROLLER: **3- or 6-Button**
PLAYERS: **One to Four**	

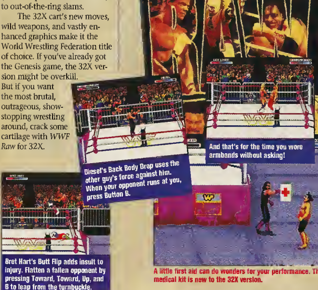

Luna Vachon gives Owen Hart a big bear hug from behind.


This chokehold is illegal but effective. Knock out the ref, then press Buttons A and B.


Royal rumble!



Photorealistic portraits of your favorite bruisers are among the enhancements to the 32X version.



Diesel's Back Body Drop uses the other guy's force against him. When your opponent runs at you, press Button B.

And that's for the time you wore armbands without asking!

Bret Hart's Butt Flip adds insult to injury. Flatten a fallen opponent by pressing Toward, Toward, Up, and B to leap from the turnbuckle.

A little first aid can do wonders for your performance. The medical kit is new to the 32X version.

HOT HINTS

- Deploy Yokozuna's dreaded Turnbuckle Cannonball by pressing Down three times, then Button A, B, or C.
- Bam Bam Bigelow Torpedoes his opponent when you press Up, Down, Away, and A.
- Lift a fallen opponent when you're standing near his head by pressing Buttons B and C.
- For maximum speed, choose the 1-2-3 Kid.
- Pick up objects outside the ring by pressing B and C together.
- Press Button C repeatedly to break out of a lockup.

The Pugilist at His Best

Toughman packs all the special moves and fearsome opponents that Fighting fans crave along with a novel transparent-first-person view, which gives greater immediacy and detail than a traditional side-scrolling Fighting cart could. Your opponent's fists zoom large as they fly at you from the back of the screen. Your transparent torso also gives you a fuller view of the folks in the crowd, who holler, carouse, and even moon you.

You can play against a friend or try to take one of the 24 bruisers through a tournament that leads to a championship bout with the beefy, bald Toughman himself. Each pugilist's arsenal includes favorite combos, counterattack sequences, knockdown responses, and more. You can also customize your boxer's repertoire by arming him with 3 of 14 Power Punches. In between rounds, your corner man gives you crucial advice.

With the dynamic game play of the Genesis version, the speed and moves of a classic Fighter, and the graphical splendor of a top-tier animated movie, *Toughman Contest* 32X packs a brutal wallop.

A Boxing Graphical Knockout



WARM-UP

The best boxing game in the cartridge arena just got better. EA Sports' *Toughman Contest* just slugged its way onto your Genesis 32X with graphical improvements over its Genesis precursor that you won't believe. The frame count for each character has jumped dramatically. The already impressive scaling has gained detail. The background now features so much movement that the crowd is almost as vivid as the boxers themselves. And the game play is even faster than in the Genesis original. With these enhancements, the first-person action in *Toughman* 32X earns the championship belt.

PUBLISHER: **EA Sports** CONTROLLER: **3-Button**
PLAYERS: **One or Two**

HOT HINTS

- ✔ Coolio Loc favors a straightforward Right-Left jab combination.
- ✔ Biff Blueblood packs some serious impact when you press Down three times, then execute a Power Uppercut.
- ✔ Freddy Bravo's Kill Punch is a Backhanded Slap. Press B, Right, then Left.
- ✔ When Nicolai Radinski's knocked down, Dodge Left three times, then loose two Power Uppercuts to come back.
- ✔ Win with a TKO by knocking your opponent out three times within a single round.



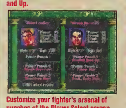
The graphical detail will make your hair stand on end.



Fights can erupt in the background during knockout countdowns.

To execute a Power Jab, press B, Left, and Up.

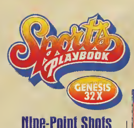
The scaling is so convincing it'll make you flinch.



Customize your fighter's arsenal of punches at the Player Select screen.

Toughman Contest

Dodge a punch with the D-Pad, or move out of the way in a two-player game by holding Button B with the desired direction.



The Players Scale and The Jammers Wail

Nine-Point Shots From da Hot Spots

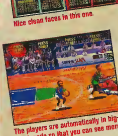
Here're the goods. *Tournament Edition* for Genesis 32X gives you scads of solid new features. Look at this one, and right off the bat you'll notice true arcade-style scaling as your players move closer and farther away. Listening to your *Jam* has never been better. You get much more and cleaner voice, more sound effects, and incredible stereo sound. The game auto-saves all your wins and losses with battery backup. You'll be happy that you can now set up your favorite timing on the shot clock, overtime periods, and timer speed. Most important, you get all the features that make *Tournament Edition* the vast step forward that it is: three to five NBA players per team, injuries and fatigue factors, substitutions after every quarter, rookie and all-star teams, and all the wonderful power-ups and hidden characters you've come to expect. Now, if only they had included contract negotiations....

WARM-UP

Talk about pulse-pounding fun. It's because of games like this that you bought your Genesis 32X. Now you can play this incredibly addictive fast-break ball title in the sweetest version out there. Welcome to *NBA Jam Tournament Edition* from Acclaim. Nothing comes closer to the arcade, and even better, this version boasts features that you won't find on any token taker. This one takes sheer skill. Bust a Flaming Helicopter jam with Dennis Rodman. You ain't never seen the Worm move like this.

PUBLISHER: **Acclaim** CONTROLLER: **3-Button**
PLAYERS: **One to Four (with Team Player)**

Nice clean faces in this one.



The players are automatically in big-head mode so that you can see more facial features.

Thousands of Colors!

Nine-pointers and power-up icons give this game even more gut-busting fun than before.

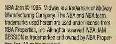
HOT HINTS

Secret Characters

- ✔ D.J. Jazzy Jeff: Put the cursor over J and press A, put the cursor over A and press A, then put the cursor over Z and press C.
- ✔ Prince Charles: Put the cursor over R and press any button, put the cursor over O and press A, then put the cursor over Y and press B.
- ✔ Randall Cunningham: Put the cursor over P and press C, put the cursor over H and press A, then put the cursor over I and press any button.

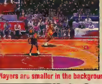
Power-Ups

- ✔ Turbo power-up. At the Tonight's Match-Up screen, press B, B, D, D, A, A, U, and L.
- ✔ Dunk from anywhere: At the Tonight's Match-Up screen, press R, L, B, A, B, and A.



Is it the shoes?!?

Player Scaling Rules





Players are smaller in the background and larger in the foreground.

EY CHARLES, NO ONE'S DOPER THAN ME. I'M SWATTI
TS. I'M DROPPIN' HOOKS. I'M SWEEPIN' BOARD
WN THE PAINT. I'M THREADING THE NEEDLE FRO
RYWHERE. CH GETTIN' TIRED O AKI
LOO SO BAD. I'LL INTO A
EY WH
E YO R BREAKF
NER YOU HEAD. YOU COULD RY M
CKSTRAP IN A SUITCASE. I'LL FREEZE Y OF T
FENSE. COME ON, GIVE UP THAT ROCK. O I HAV
PICK YOUR POCKET AND REVERSE SLAM T BA
? YOU CALL THAT DEFENSE? A 92-YE WIT
HIP AND FAKE TEETH C ETT
YOU WISH YOU W GOI
UCK. YOU THROW ENO H BUI
MANSION WITH A DET TW
SO WH E PIL
LL STR
S AND SHOO THIN' B
K PASS
GAS. D
OU GOI

"JUST SHUT UP AND JAM."

Shut Up and Jam 2 is all the trash talkin', elbow-throwin' streetball you could ever want. The animations are dope and the combination moves are deadly. You've got twenty-five ways to slam. Behind-the-back passes. Double-clutches. Alley-oops. 10 players to pick from and zero refs. And it's the only video game in the world with Sir Charles himself. Enough talk. Get Shut Up and Jam 2. Then take some chump off the dribble and drive it to the hole.

SPORT ACCOLADE

GENESIS
BARKLEY SHUT UP AND JAM 2



America's Game Without The Athletic Supporters

More Than Just Riding the Pine

Triple Play Baseball, designed by the same folks who brought you the graphically amazing *FIFA International Soccer,* packs in more than 2,500 frames of animation for a complete baseball experience. You see the umpire dusting off the plate, the pitcher spitting on the mound, base runners dusting themselves off after a headfirst slide, and fielders diving for line drives. You hear the organ music, the umpire's gravelly voice calling balls and strikes, and the booming play-by-play.

Compete head-to-head with a rival in an exhibition game. Or try to take your team to the World Series in a season of 26, 52, 104, 144, or 162 games, including a midseason all-star game based on player performance. A battery backup tracks your progress.

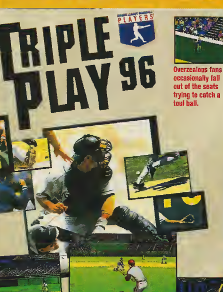
An innovative option lets you switch from playing the game to managing it right in the middle of a game. As manager, you determine everything from how to position your defense to how aggressively your players hit and throw.

With its realistic game play and strategies, *Triple Play Baseball '96* is a grand slam whether you're a dugout strategist or a home-run hitting master.

WARM-UP

Triple Play Baseball '96 **covers all the bases: It has the depth and features necessary to keep hard-core baseball enthusiasts happy, but it's easy enough that novices can start swinging for the fences right away. This 24-meg EA Sports cart features 1994 statistics for every player on every big-league team and lets you and up to three friends play exhibition, all-star, playoff, and championship games. When you play, you're in total control of everything, from juggling the batting order and whistling fastballs by your friends to blasting homers, stealing bases, and turning double plays. *Triple Play Baseball* is a solid ball game that will have you lacing up your spikes, greasing your glove, and deciding that it's a beautiful day for a game.**

PUBLISHER: **EA Sports** CONTROLLER: **3-Button**
PLAYERS: **One to Four (with Team Player)**



Overzealous fans occasionally fall out of the seats trying to catch a foul ball.

You'll never nail the ivy with a bunt at Wrigley.

Act like Colorado and the Giants: Plunk the batter with a beanball!

Triple Play's Zoom view puts you right behind the plate for the pitcher/batter duel.

HOT HINTS

Pitching

- ✔ Paint the corners of the plate by aiming your pitch with the D-Pad during the pitcher's windup. If you don't aim, you'll be tossing fat pitches right over the middle of the plate–even a big-leaguer's grandmother could knock those out of the park.
- ✔ Make base runners nervous by throwing to the base (Button B and the desired direction), especially if they're leading off by three or more steps.

Fielding

- ✔ Use Button C for most of your throws. Aggressive Button A throws can be too hot for your fielders to handle.
- ✔ Hold Button A or C while you're making a catch to throw the ball automatically to the cutoff man or the closest occupied base.

Batting

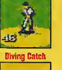
- ✔ Use power Button A swings when you have one or no strikes. Get conservative and use the Button C swing when you have two strikes or just want to make contact to advance base runners.
- ✔ Stance is more important than aim in determining where you'll hit the ball. An open stance makes you pull the ball, a closed stance makes you hit to the opposite field, and a normal stance makes you hit to center field.

Cool Animations

Headfirst Slide Feetfirst Slide



Loogie Hock



Diving Catch

GET TOUGH. GET REAL.
FOREMAN. FOR REAL.



Hail, Hail the Contest Winners



Lethal Enforcers II Shootout

How could anyone possibly deserve all the fun of a Konami *Lethal Enforcers II: Gun Fighters* arcade unit? We asked our readers to give us ten good reasons why they were worthy of such a gift. Grand-prize winner Bobby Culkin of California established his gaming credentials with this punny list.

10. I'll go Bonkers if I win.
9. There will be General Chaos in our home.
8. My family and I will have a Pac Attack.
7. There will be Triple Trouble if I lose.
6. My family has Zero Tolerance for losing
5. There is Risk of creating a Family Feud.
4. My dog Sparky is getting Itchy and Scratchy.
3. I don't Play It Loud.
2. I don't Do the Math.
1. Sega is the Shining Force of video games.



Star Trek Contest

What does the *Enterprise* crew say when no one's listening? We asked our readers to supply the missing dialogue. We suspect that our grand-prize winner, Lauren Griffith of Florida, is watching a little too much syndicated TV, but we're sending her on a behind-the-scenes tour of *Star Trek's* Paramount Studios anyway. Our runners-up received cool prizes like Absolute's *Star Trek: Generations* for Game Gear.

Cool Combo-Controller Winners

***Eternal Champions'* Dawson has been known to converse privately with Crispy the fighting chicken. The readers who came up with the funniest dialogue for these combatants won brand-spanking-new Sega Seal of Quality–approved controllers. We don't have space to reproduce all the winning entries, but please take a moment to revere these winning script writers:**

Ryan and Dylan Avena, New York, Bill Bardall, New Jersey, Matt Bearden, Texas; David Berto, California; James Blakely, Massachusetts, Chris Cagle, Tennessee, Ryan Connole, California; Doug Cosfain, Pennsylvania, Betsy Eide, South Dakota, Jonathan Fein, New York, Brent Ferguson, New Jersey, Byron Fisher, Wisconsin; Andre Hughes, Nebraska, Buck Kennedy, Virginia, K C Kinney, Maine, Keith Kistenmacher, Iowa, Shayne Letford, North Carolina; Dave Lowery, Ohio, Didima Macias, Connecticut, Adam Pierce, California, Jon Rice, Ohio; David Root, Ohio, Hans Sanberg, Wisconsin; Ben Taylor, Texas; Erik Thornton, North Carolina



RBI™ Baseball '95 Grand-Slam Contest

Don't just sit there riding the pine— send in your best baseball-theme envelope art and win big!

Send Us Your Home Runs, Your Base Steals, Your Envelope Art!

Outta-the-ballpark! We're talking a grand-slam prize of an officially licensed MLBPA leather varsity jacket from B 1st worth $1,200! Just send us your best baseball art drawn on the outside of an envelope. You could win a Time Warner Interactive *RBI Baseball '95* game for the Genesis 32X or a totally cool *RBI* watch! You might even score an *RBI* hat—perfect for keeping the sun off your melon at the next game.

Baseball Booty

1 Grand Prize



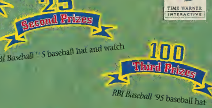
Officially licensed MLBPA leather varsity jacket

10 First Prizes



RBI Baseball '95 for Genesis 32X

TIME WARNER INTERACTIVE



RBI Baseball '95 baseball hat and watch

RBI Baseball '95 baseball hat

Don't Strike Out: Read the Rules!

1 No purchase is necessary. Contest is void where prohibited

2 To enter, simply create an envelope decorated with a baseball theme, make sure to put your address on the back and your entry form inside, and send it to the address on the entry form

3 All entries must be postmarked by November 15, 1995 Enter as often as you like, but mail each entry separately. *Sega Visions* is not responsible for lost, late, misdirected, or stolen entries Mutilated or illegible entries will be disqualified Entries sent by facsimile will be disqualified

4 One grand-prize winner will be selected to win an officially licensed MLBPA leather varsity jacket valued at approximately $1,200 Ten first-place winners will each receive an *RBI Baseball '95* game for the Genesis 32X. Twenty-five second-place winners will each receive an *RBI Baseball '95* baseball hat and watch One hundred third-place winners will each receive an *RBI Baseball '95* baseball hat A total of 136 prizes will be awarded The odds of winning depend on the number of entries received Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state, and local taxes.

5 The editors of *Sega Visions* will select the winners on January 2, 1996 The editors' decision is final Winners will be notified by mail By submitting the entry form, you grant *Sega Visions* the right to reproduce your winning entry All entries become the property of *Sega Visions* and cannot be returned Winners may also be required to sign an affidavit of eligibility and a publicity release prior to publication of the winning entries in *Sega Visions*, or *Sega Visions* reserves the right to select an alternative winner.

6 This contest is open to all residents of the U S except employees of Time Warner Interactive, Sega of America, or their affiliates and their immediate families.

7 For a list of winners, send a self-addressed envelope to Grand-Slam Envelopes, P O. Box 3899, Redwood City, CA 94064.

It's Easy! Here's How to Enter:

Put your art and our address on the front of an envelope, stick your address on the back, and place the entry form inside (nothing else, please). Then send your baseball-theme-decorated envelope to the address on the entry form. Your entry must be received by November 30, 1995, so start drawing!

Official Entry Form

Complete this entry form (or a photocopy of it), and mail it with your envelope art to Sega Visions, Grand-Slam Envelopes, P.O. Box 3899, Redwood City, CA 94064.

Name ______________________

Address ______________________

City ______________ State ________ Zip ________

Phone (   ) ______________ Sex ________ Age ________

incoming

Your hands are twitching. Your brain is shaking. You have to know: What new games can you get your mitts on *now?* Well, here's sweet relief in black and white: a list of the Sega Saturn, 32X, Sega CD, Genesis, and Game Gear games that you can expect between now and February. Now doesn't that feel better? Take it from the source: These games may be out there, but they're coming your way now.

FROM SEGA

SEPTEMBER

Sega Saturn
BlackFire ✦ Cyber Speedway ✦ Astal

Sega CD
Wirehead

Genesis
The Ooze ✦ Mighty Morphin Power Rangers: The Movie

OCTOBER

Sega Saturn
Ghen War ✦ NHL All-Star Hockey ✦ Virtua Fighter Remix

32X
Virtua Fighter

Genesis
Vectorman ✦ Light Crusader

Game Gear
Bust-A-Move ✦ 5-in-1 Fun Pack ✦ Chicago Syndicate

NOVEMBER

Sega Saturn
World Series Baseball ✦ Mystaria: The Realms of Lore ✦ Virtua Cop

32X
World Series Baseball ✦ Starfleet Academy ✦ Kolibri

Genesis
Prime Time NFL Football ✦ Garfield: Caught in the Act ✦ Genesis 6 Pack ✦ VR Troopers ✦ College Football National Championship II

Game Gear
Garfield: Caught in the Act ✦ VR Troopers

DECEMBER

Sega Saturn
Congo the Movie: The Lost City of Zinj ✦ The Mansion of Hidden Souls ✦ Sega Rally Championship ✦ Virtua Fighter 2 ✦ Wing Arms

32X
Prime Time NFL Football

Genesis
Nightmare Circus

JANUARY

Sega Saturn
NBA Action ✦ Prime Time NFL Football ✦ Wing Arms ✦ Clockwork Knight 2

32X
NBA Action ✦ The Amazing Spider-Man: Web of Fire

FROM OTHER PUBLISHERS

SEPTEMBER

Sega Saturn
SimCity 2000, Maxis ✦ Shanghai Triple Threat, Activision ✦ Street Fighter: The Movie, Acclaim ✦ Myst, Acclaim ✦ Robotica, Acclaim ✦ Virtual Hydlide, Atlus ✦ Virtua Racing, Time Warner Interactive ✦ Shinobi Legions, Vic Tokai ✦ Frank Thomas Big Hurt Baseball, Acclaim ✦ NBA Jam Tournament Edition, Acclaim

32X
Pitfall: The Mayan Adventure, Activision

Sega CD
Demolition Man, Acclaim ✦ Lunar: Eternal Blue, Working Designs

Genesis
Dragon: The Bruce Lee Story, Acclaim ✦ Foreman for Real, Acclaim ✦ Primal Rage, Time Warner Interactive ✦ College Football '96, EA Sports ✦ Batman Forever, Acclaim ✦ NHL '96, EA Sports ✦ Exo Squad, Playmates ✦ Tecmo Super Bowl 3, Tecmo ✦ Deep Space Nine, Playmates ✦ Scooby Doo Mystery, Acclaim

Game Gear
Primal Rage, Time Warner Interactive ✦ 5-in-1 Funpack, Interplay ✦ Batman Forever, Acclaim ✦ Earthworm Jim, Playmates

OCTOBER

Sega Saturn
Mortal Kombat 2, Acclaim ✦ NBA Jam Tournament Edition, Acclaim ✦ Theme Park, Electronic Arts ✦ D's, Acclaim ✦ Dark Legend, Data East ✦ Casper, Interplay ✦ Parodius, Konami ✦ Brain Dead 13, Readysoft ✦ Zoop, Viacom ✦ Romance of the Three Kingdoms IV: Wall of Fire, Koei ✦ Rayman, UBI Soft ✦ High Octane, Electronic Arts ✦ Deadly Skies, JVC ✦ Varuna's Force, JVC ✦ Quarterback Club '96, Acclaim

Sega CD
Brain Dead 13, ReadySoft

Genesis
Zoop, Viacom ✦ Izzy's Olympic Quest, US Gold ✦ Indiana Jones: Greatest Adventure, US Gold ✦ TNN Bass Tournament '96, American Softworks ✦ Venom Spider-Man: Separation Anxiety, Acclaim ✦ Gargoyles, Disney ✦ Pac-in-Time, Namco Hometek ✦ Mortal Kombat 3, Williams ✦ Frank Thomas Big Hurt Baseball, Acclaim

Game Gear
Zoop, Viacom ✦ Pac-in-Time, Namco Hometek ✦ Mega Man, US Gold F Madden '96, T•HQ ✦ Mortal Kombat 3, Williams ✦ Power Drive, US Gold

NOVEMBER

Sega Saturn
Corpse Killer, Digital Pictures ✦ VR Baseball '95, Interplay ✦ Dragon's Lair, Readysoft ✦ Space Ace, Readysoft ✦ Endorfun, Time Warner Interactive ✦ Virtual Chess, Titus ✦ Revolution X, Acclaim ✦ Return to Zork, Activision ✦ High Velocity, Atlus ✦ Solar Eclipse, Crystal Dynamics ✦ Basketball '95, Crystal Dynamics ✦ Off-World Interceptor, Crystal Dynamics ✦ Prize Fighter, Digital Pictures ✦ Cyberia, Interplay ✦ Double Header, Jaleco ✦ The Journeyman Project: Director's Cut, Sanctuary Woods ✦ Primal Rage, Time Warner Interactive ✦ Shell Shock, US Gold ✦ Firestorm: Thunderstrike II, US Gold ✦ Defcon 5, Data East ✦ Castlevania: The Bloodletting, Konami ✦ NFL Football, Konami ✦ Cyber Sled, Namco Hometek ✦ Robinson's Requiem, Readysoft ✦ Indy Car Racing, Virgin ✦ WWF Coin-Op, Acclaim ✦ FIFA Soccer, Electronic Arts

32X
Spot Goes to Hollywood, Virgin ✦ Primal Rage, Time Warner Interactive ✦ Revolution X, Acclaim ✦ Batman Forever, Acclaim ✦ FIFA Soccer '96, Electronic Arts ✦ T-Mek, Time Warner Interactive WWF Wrestlemania: The Arcade Game, Acclaim

Genesis
Cut Throat Island, Acclaim ✦ Quarterback Club '96, Acclaim ✦ Payne Stewart Pro Golf, Time Warner Interactive ✦ Toy Story, Disney ✦ Spot Goes to Hollywood, Virgin ✦ WWF Coin-Op, Acclaim ✦ Madden NFL '96, EA Sports ✦ The Addams Family Values, Ocean ✦ AAA!!! Real Monsters, Viacom ✦ Revolution X, Acclaim ✦ Earthworm Jim 2, Playmates ✦ Congo the Movie: Descent into Zinj, Viacom ✦ PGA Tour '96, EA Sports ✦ NBA Live '96, EA Sports ✦ Pocahontas, Disney

Game Gear
Cut Throat Island, Acclaim ✦ Frank Thomas Big Hurt Baseball, Acclaim ✦ Foreman for Real, Acclaim ✦ Dragon: The Bruce Lee Story, Acclaim ✦ Bubsy 2, Accolade ✦ PGA European Tour, T•HQ

DECEMBER

Sega Saturn
3D Baseball '95, Crystal Dynamics ✦ The Horde, Crystal Dynamics ✦ Maxximum Surge, Digital Pictures ✦ Quarterback Attack, Digital Pictures ✦ Double Switch, Digital Pictures ✦ Aftermath, Interplay ✦ Virtual Pool, Interplay ✦ Split Realities, JVC ✦ Waterworld, Ocean ✦ Skeleton Warriors, Playmates ✦ 11th Hour, Virgin ✦ X-Men: Children of the Atom, Acclaim

Genesis
Mutant Chronicles, Playmates ✦ Converse Hardcore Hoops, Virgin ✦ The Flintstones, Ocean

Game Gear
Sports Illustrated: Champ Football & Baseball, T•HQ ✦ PGA Tour '96, T•HQ ✦ FIFA Soccer '96, T•HQ ✦ NHL Hockey '96, T•HQ ✦ Super Return of the Jedi, T•HQ ✦ Load Runner Returns, Working Designs

JANUARY

Sega Saturn
Johnny Bazooka Tone, US Gold ✦ Alien Trilogy, Acclaim ✦ Blazing Dragons, Crystal Dynamics ✦ Supreme Warrior, Digital Pictures ✦ JetSkiRAGE, Velocity ✦ Judge Dredd, Acclaim ✦ MLBPA Baseball, Konami ✦ Earthworm Jim 2, Playmates ✦ Tecmo Super Bowl 3, Tecmo ✦ Sign of the Sun, Vic Tokai ✦ Creature Shock, Data East ✦ X-Men: Children of the Atom, Capcom ✦ Wing Commander 3, Electronic Arts ✦ Descent, Interplay ✦ Dark Sun, Data East ✦ NHL '96, Electronic Arts ✦ 11th Hour, Virgin

Sega CD
Dragon's Lair II: Time Warp, Readysoft

Genesis
Payne Stewart Golf, Time Warner Interactive

FEBRUARY

Sega Saturn
Center Ring Boxing, JVC ✦ Dragon's Lair II: Time Warp, Readysoft ✦ Batman Forever, Acclaim ✦ X-35, Electronic Arts

Genesis
Waterworld, Ocean


BEYOND OASIS
BLOB OUT! Make short order of bilious blobs and evil trolls with Prince Ali's weapons, punches and kicks – or dig deeper to discover HIDDEN SECRET MOVES – a SEGA™ first!
ROCK ON! You'll need more than sticks and stones to battle the Rock Boss. Count on the four Wild Spirits to back you up – especially the superhot Efreet the Fire Spirit!
FIRE UP! Wrap your brain around mind-boggling puzzles that lead to close encounters of the fire-breathing kind – then save up to 4 games with battery back-up!
SEGA™
GENESIS
BEYOND OASIS
Sega, Genesis and Beyond Oasis are trademarks of SEGA. ©1995 SEGA. All rights reserved.
THE ULTIMATE ADVENTURE AWAITS!

THE REAL GAME BEGINS THURSDAY, SEPTEMBER 7TH



TEAM-UP AS BATMAN™* AND ROBIN™*



OVER 125 AWESOME MOVES, GADGETS AND ATTACKS!



REAL DIGITIZED CHARACTERS AND BACKGROUNDS!



OVER 80 UNBELIEVABLE STAGES!





This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ and Game Gear™ Systems.







